ODAM

OF DREAMS AND MAGIC

A MODERN FANTASY TABLETOP RPG

OF DREAMS AND MAGIC

By John Borgese & Matthew Tarulli

Credits
Development, Design, Writing: John Borgese, Matthew Tarulli
Editing: Crista Ceribello, Gilbert Du Rapau, Glen Toddman, James Kwapisz
Cover Art: Phillip Simpson
Interior Art: Mateusz Katzig, Phillip Simpson, Patrick Tsao
Layout: Matthew Tarulli
Additional Contributions: Gilbert Du Rapau, Jonathan Edwards
Playtesters: Gilbert Du Rapau, Jonathan Edwards, Diana Muniz, Michael Pietrelli, Joleen Rega, Anna Svetlov, Chris Uhlig, Modoc, Andrea G, William N

Copyright © 2015 ODAM Publishing LLC
Standard Edition ISBN 978-0-9965321-1-2
Limited Edition ISBN 978-0-9965321-0-5

All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden, except for character sheets and other game materials, which may be reproduced for personal use only. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.
Some Images used under license from Shutterstock.com
This book is a work of fiction. Names, characters, places, and incidents either are products of the author's imagination or are used fictitiously. Any resemblance to actual persons, living or dead, events, or locales is entirely coincidental.

Acknowledgments:

All of our Kickstarter backers for helping this become a reality.

Timothy, for being the first to listen and hear.
Micheal, for believing from day one.
Modoc, for all the Southern Hospitality.
Dan, for puns and pleasantries.
Ian, for seeing genius amidst the madness.
Andrea, for all the kind words, thoughts, and playing all three Beast at the Door Characters.
The Silver Unicorn, for the cups of coffee we shared all across the globe.
Gil, for proving no dream is too strange.
Jon, for everything.

Special Thanks:

To our family and friends who shared our dream, and all the hardships that came with it. Your support and sacrifices can never be thanked enough.

To Theresa and Gabe, for being the best supporters any starry eyed child could ever ask for.

To Crista. It would take writing a whole new book for me to describe all you mean to me. I appreciate everything you do, every day.

To Diana, for always reminding me there is no dream greater than the one we live every day.

This book is the result of years of hard work and plenty of Conviction spent by the authors, their families, and Kickstarter backers. If you have obtained an illegal copy of this work, BREAK THE DOUBT and obtain a legal one from www.odampublishing.com

TABLE OF CONTENTS

CHAPTER ONE: AWAKENING 04

CHAPTER TWO: CHARACTER CREATION RULES 26

CHAPTER THREE: WHAT DREAMS ARE MADE OF 38

CHAPTER FOUR: RULES 168

CHAPTER FIVE: LIVING THE DREAM 186

CHAPTER SIX: DENIZENS OF THE WAKING WORLD 204

CHAPTER SEVEN: REAVERS 222

CHAPTER EIGHT: DREAMWEAVING 236

STORY MODULE: BEAST AT THE DOOR 258

"Every night it's the same damn thing. I get all panic stricken, toss and turn until I'm thoroughly frustrated, then before I know it, she's leaning over my bed. Being afraid of my nightmares never seems to keep me from passing out, and once I do, it's only a moment before I'm aware it's a dream.

"I know it is because I feel her hair grazing my cheek as she leans over my bed. I lie perfectly still with dread in my belly because I know once I open my eyes, I'm going to be greeted by a pale, willowy teenage face, framed in long dark hair. She'll claim to be my sister, even though I'm an only child. Yet even knowing she's there every night, I still can't help but flinch when I open my eyes and find her staring blankly a few inches from my face.

"She's going to tell me something's wrong with "Mom" and "Dad". We'll walk out of my bedroom and find two undead corpses eating at the dinner table downstairs. They'll silently dine on empty plates and "Sis" will cackle about how 'they don't look so well'. The whole scene is just hysterical to my dream sister. She'll just keep on laughing as dear old mom and dad silently rise from the table and with alarming speed turn to grab me. I'll nearly jump out of my skin with a yelp, then try not to tremble visibly as they seat me at the table. Once everyone is seated, Sis will begin giggling and only stop to assure me that I'm going to 'loooove' what comes next.

"I never do though. I've yet to see what happens next. I always snap awake in a cold sweat with a knot in the pit of my stomach thinking of my dream "sister" and the malevolent gleam in her eyes.

"Every night it's the same damn thing.

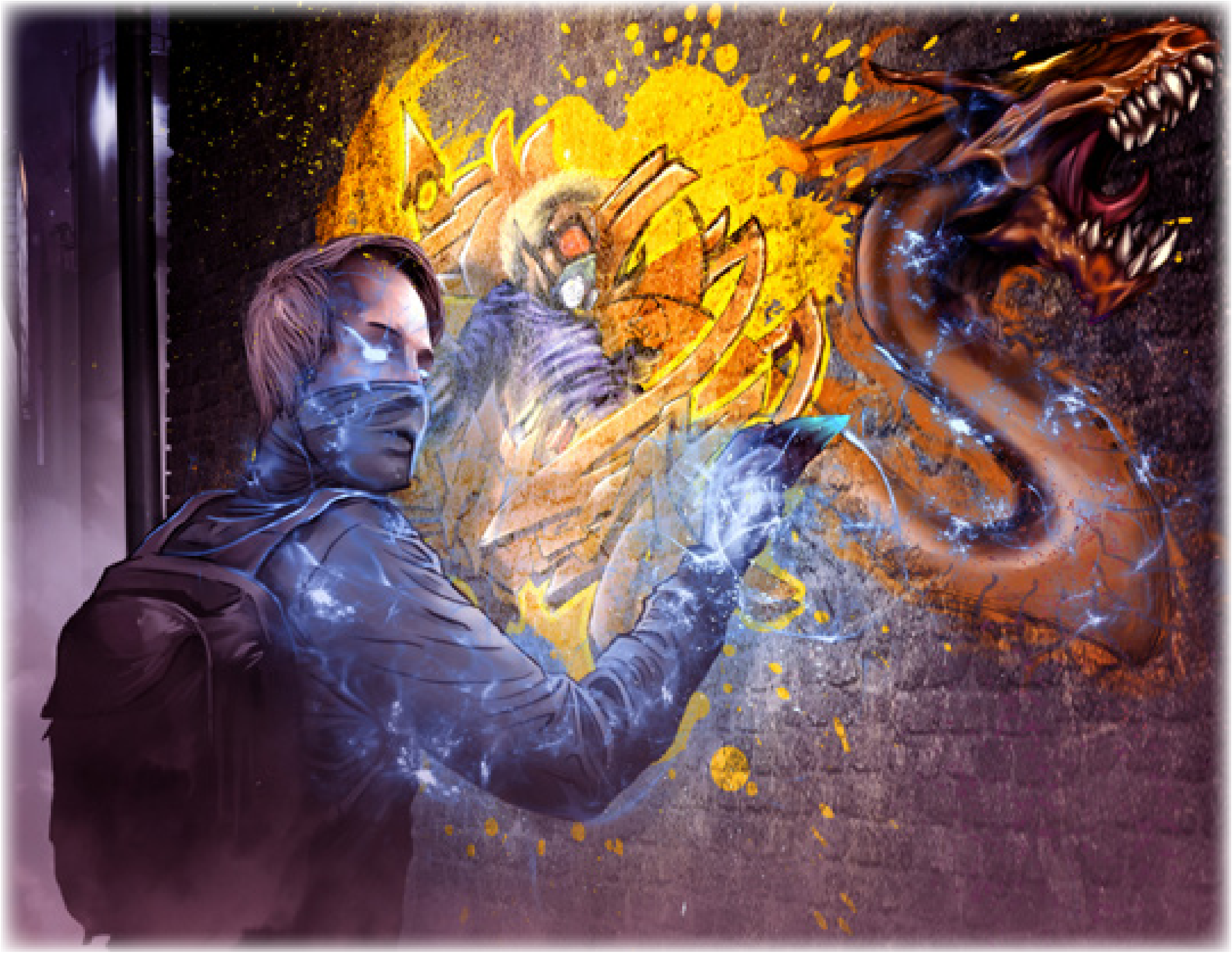
"That's why next time when I feel her hair on my cheek, I'm going to open my eyes just to be sure I don't miss when I punch her in the face. And once Sis goes down for the count, I'll be ready to deal with the two creeps downstairs.

"One more notch in the belt – another nightmare down, and a new dream on the horizon.

Every night it's the same damn thing."

Chapter One

Awakening



INTRODUCTION

Magic is real, and dreams matter. Anything is possible in dreams and the same would be true in our world if not for the oppressive force of the Doubt. The Doubt looms over mankind, forcing people to disbelieve anything that isn't normal or mundane.

Most people believe magic is nothing but fantasy, and dreams are little more than wishful thoughts, but there are those who can see past The Doubt and create magic in the real world. These people understand the power of their dreams, and refuse to give in. They have the conviction to stand up to the Doubt and all the nightmares it brings to life. These people are known as Anima.

Of Dreams and Magic allows you to take on the role of an Anima and answer the question: what if your dreams weren't just dreams? With this book you and your fellow players will tell the story of your Anima characters and their dreams. You'll face the Doubt, their nightmares, and all of the things that happen when people dare to make their dreams real.

More than just focusing on making dreams real, ODAM allows players to explore dreams to experience various settings and story elements. The dragon-slaying knight, the cybernetically enhanced soldier, and the hardened gumshoe all have their own stories to be told—in our world, and their own.

Learn about a society of magic wielding dreamers and their place in a world besieged by nightmares.

Of Dreams and Magic is a cooperative roleplaying game where a group of players come together to tell memorable stories. This book contains the rules used to tell those stories; from how to make a character to how to determine what happens when a character attempts to do something.

When playing ODAM, one person takes on the role of the Dreamweaver—the person at the table who is in charge of putting the story together, adjudicating the rules, and moving the story along. The Dreamweaver will describe the people, places, and conflicts that take place in the story, while the rest of the players assume the role of a specific character within that larger story.

Whether you are new to role playing games or an old pro, we suggest reading this book in its entirety before playing. First, you will learn about the world of Of Dreams and Magic and its history. You will also learn about Anima, The Doubt, magic, and nightmares. You will then be given rules for creating your character and playing the game. And finally, you will learn about telling stories in Of Dreams and Magic.

Welcome to the Waking World, where your dreams are so much more… and so are your nightmares.

THE DOUBT

The Doubt is a strange omnipresent entity that clouds the minds of all people to ensure that they do not believe in magic. So complete is the Doubt's influence that people in its grasp simply cannot see the truth even if they are staring directly at it.

A witness may see someone using a flashlight to search a dark corridor, yet what they are truly seeing is that person using their own glowing hands to light their path.

This kind of alteration of someone's perception is the bread and butter of the Doubt's power. It has a seemingly limitless capacity to alter what someone sees or experiences so that they believe there is a perfectly rational explanation for it. If that fails, the Doubt will simply force a sort of fugue state upon them so they completely forget any irrational event they may have witnessed.

No one knows exactly how the Doubt came to be. Perhaps mankind gave birth to it with their love of modern science. Maybe it always existed, and merely grew out of control as society became more comfortable with putting people down rather than raising them up. Whatever the reason, the Doubt certainly does exist and its grip over the minds and hearts of mankind is nearly absolute.

Whether it has a grand plan or purpose beyond its need to self sustain is unknowable. It cannot be reasoned or negotiated with. First and foremost, the Doubt is a predator—indiscriminately attempting to destroy anything that threatens its existence.

Through its far-reaching power, the Doubt has subtly shaped mankind and its society. Year after year people become more and more accepting of the "fact" that they live in a mundane world, where the only things that are possible are the things they can see and prove. While the Doubt steals from the majority of people their ability to actually see magic in its true form, this longstanding oppression has created a certain amount of push back. Several members of society now yearn to see or believe the very things the Doubt works to prevent.

ANIMA

Fortunately, the Doubt's influence is neither limitless nor infallible. There is a select group of people that is able to completely break free of its oppression known as Anima. Anima come from all walks of life and can be of any age, gender or race. They can hold any number of religious beliefs, or even none at all. While every Anima is unique, they are united in the fact that, for whatever reason, they have come to learn of the Doubt's existence. They have also gained the ability to break the Doubt's hold over them. How this occurs, or even why, is not certain, but all Anima undergo a similar experience which sets them free from the Doubt referred to as Awakening.

THE CRUX

Anima "Awaken" by experiencing a special type of dream known as a Crux. This dream is a sort of battle that takes place in the mind of the sleeping Anima. The Crux will always be a dream of intense conflict, representing the mind's fight to shove off the Doubt's control. In this dream, the dreamer and the Doubt will both assume an appropriate identity. The Anima's identity, known as an Animus, is a very important representation for the dreamer, and will have far reaching effects beyond the Crux itself.

For example, a Crux taking place in a fantasy land where a dragon terrorizes town folk may cause an Animus to be a noble warrior who has come to save the town's citizens.

As for the Doubt, its identity in a Crux is called a

Nemesis, and in this particular example may very well take the form of the evil dragon who seeks to destroy the town as well as the warrior protecting it. In a Crux, both the Animus and the Nemesis will do battle in some fashion and should the Animus be victorious, the dreamer will "Awaken" as an Anima—someone who's broken free of the Doubt and can now use magic.

For a newly awakened Anima, the time following their Crux can be a difficult period of realization and questioned sanity. The most significant and immediate difference for the new Anima is the complete conviction they now have that their Crux was more than just a dream, and when they see magic they now believe it to be real.

The sudden lifting of the Doubt's influence is an abstract sensation that they would be hard pressed to explain. Furthermore, being unsure of what it is they are actually feeling makes any attempt to share the experience with another person probably sound like madness. Who could understand their new found conviction and the wild stories that it may result in?

This circumstantially created isolation is one of the very first obstacles an Anima must deal with. Many struggle with the very appropriate concern that they may be experiencing some form of mental instability. Exacerbating the issue is the inability to confide in others—even if they did show their closest loved ones what they can now see or do, the Doubt would simply prevent those loved ones from seeing the same thing.

In this way, the very real war every Anima wages against the Doubt begins. Having become free of the Doubt's influence does not stop the Doubt from endlessly trying to force the Anima to accept it once more. Before long, it becomes obvious to all Anima that the Doubt is their very real enemy, and that it will go to extraordinary lengths to ensure they stop breaking its carefully constructed dominance over the world. The Doubt will resort to very insidious methods in an effort to try and convince Anima that it is better to simply close their eyes, stop believing in their dreams, and go back to accepting the Doubt as their normal way of life. The first thing working in the Doubt's favor is the isolation being forced upon a new Anima. The second, more dangerous assets of the Doubt are Reavers.

REAVERS

Reavers are a form of living nightmare. As an Anima spends more time free of the Doubt and takes more and more actions to weaken it, the Doubt grows increasingly willing to take a direct hand in forcing the Anima to stop. To do this, the Doubt gives life to the Anima's nightmares, attempting to show them the dreadful consequences of having their dreams become real. These Reavers have many varied characteristics, as some are terrible monsters trying to openly murder the Anima they are born from, while others are crafty demons trying to ruin the Anima's life.

Whatever shape or unpleasant intent the Reaver may possess, it will always be devoted entirely to forcing the Anima to either return to the Doubt's oppressive embrace or suffer the nightmarish consequences.

THE CONFLICT

This ongoing conflict between Anima and the Doubt shows that neither side is really willing to give in. For the Doubt, it's impossible to know if the entity has any intelligible motivations, but all Anima are certain that it is motivated by some form of self preservation. This conclusion is a by-product of the consistency of the Doubt's behavior—it always seeks to prevent or undo any type of magic. Seemingly by its very nature, the Doubt grows strong when people embrace the disbelief of magic and conversely weakens when anyone does anything to genuinely dispel that disbelief.

Most Anima are quick to point out that it seems odd then, that the Doubt would be willing to go ahead and let nightmares become real. Does making any dream real, even a bad one, not violate the Doubt's own self-interest? Several Anima make the argument that while yes, in the short term, doing so does indeed weaken the Doubt, it also serves its greater purpose of stopping the magic problem right at the source. If nightmares can, and they often do, convince an Anima to stop dreaming and accept the Doubt, then isn't the temporary weakness worth it in the end?

Whether or not the Doubt applies any logic at all when taking these kinds of actions is unknown, but what is known is that there is a strong consistency regarding how the Doubt handles Anima. It will try to convince the Anima to willingly accept the Doubt's influence, and if they do not, it will seek to destroy them instead.

As for Anima, going back to living a life ruled by the Doubt is a fate most find too terrible to willingly endure. With the Doubt as their master, their dreams become nothing more than fantasies, and all the marvelous magic they have at their disposal will be gone. Beyond losing all of this, they must also accept that the very entity who they have been fighting, the one responsible for bringing Reavers (and all the suffering that comes with them) to their life, has now reasserted control. That very thought is unacceptable to many Anima, and worse still is the strange and somewhat horrifying transformation that Anima undergo when they willingly give in to the Doubt.

THE WEAPONS

Earning the enmity of the Doubt is no small thing. It ensures very real danger is going to head the Anima's way. Fortunately, being somewhat free from the Doubt allows Anima to do some pretty spectacular things. First and foremost among these is the ability to channel their Animus.

CHANNELING THE ANIMUS

An Anima's Crux did more for them than merely cast off the Doubt's influence. It also armed them with knowledge they can use to fight off whatever nightmares the Doubt sends their way.

The Animus assumed during their Crux is a very powerful memory that every Anima is capable of calling on in times of need.

With a bit of conviction, an Anima can recall the memory of being their alter ego, causing several aspects of their Animus to become real. This process becomes ever more efficient as an Anima becomes stronger, allowing them to bring more and more of their Animus to life in the Waking World.

DREAMWALKING

Another valuable tool in the Anima arsenal is the ability to visit and affect other people's dreams. After having experienced their Crux, an Anima will find that they can enter a form of forced sleep.

This process, called Dreamwalking, allows an Anima to pull the details of the Waking World into their dreams. Doing so allows the Anima to perceive the world in a different way, exposing more of the truth that the Doubt seeks to hide.

In addition to this elevated awareness, Anima are also able to use Dreamwalking as an opportunity to enter the dreams of other people, be they Sleeper or Anima. The reasons for doing so are varied, but commonly this act is performed to help someone who has fallen victim to a Reaver.

By entering the dreams of a person being attacked by a Reaver, an Anima is sometimes able to liberate the person and dispel the Reaver entirely. This proves to be extremely helpful for Anima trying to help one another, allowing them to unite as they fight against the Doubt's minions.

REMNANTS OF A DREAM

Beyond channeling their Animus or entering other people's dreams, Anima can learn to recreate certain effects learned in the dreams they experience. These specific magics are known as Remnants, as they are literally small portions of dreams the Anima has managed to reproduce in the Waking World.

Unlike channeling their Animus, Remnants are specific, isolated abilities the Anima may reproduce on command without assuming any form of alternate identity. An Anima with a Remnant that throws fire could simply choose to throw fire in the Waking World, without any additional changes to their person. Remnants are taken from dreams that an Anima has had repeated or prolonged exposure to and thus are very explicitly tied to the characteristics of that dream.

TRADITIONS

Through their dreams, Anima are able to create many wonderful effects in the Waking World, but being free from the Doubt also allows for magic not rooted in the Anima's own dreams.

By studying historical accounts and applications of the many magical Traditions native to the Waking World, Anima are able to use the belief so many people already have in these methods to produce real magic in spite of the Doubt's presence.

For example, an Anima could study spells from a book on Witchcraft, or go on a spiritual vision quest, and learn how to use crystals to heal or communicate with spirits.

KNOWING YOUR FRIENDS

Facing the Doubt is an arduous task for any Anima, but not necessarily one that needs to be done alone. Unfortunately for Anima, the most common way to identify another Anima is Dreamwalking, which can be exhausting or even dangerous.

This presents a problem for those seeking their kin to either confide in or join forces with. Without an obvious method of telling each other apart, most Anima will go through their everyday affairs completely unaware of any fellow Anima they may cross paths with.

In order to identify one another without Dreamwalking (which may not always be possible), Anima must in some way test whether the person in question can actually see past the Doubt. Often, this will lead to an Anima creating some type of obvious magical effect and then questioning whether the potential Anima can tell what happened.

When testing a suspected Anima, one might simply channel their Animus and see if the associate notices the rather obvious change. If they do, it becomes clear they are also Anima because the Doubt would never willingly let anyone see such a thing. Of course, if they don't see the transformation for what it truly is, that could lead to an entirely new, possibly difficult circumstance. There is no way of guaranteeing exactly how the Doubt will choose to alter the associate's mind to account for any unnatural event, so most Anima rapidly learn to take precautions whenever blatantly using magic in front of Sleepers.

Just imagine if an Anima created a magic that caused their hands to flash with bright light. A Sleeper may be convinced by the Doubt that the flashes were gunfire—putting the Anima in a potentially dangerous situation.

Beyond the difficulty of identifying one another, Anima must also contend with their relatively limited numbers. It is unknown how many Anima have actually awakened around the world.

This number becomes particularly vague when you consider how many Anima may fall victim to the Doubt's pressure, die trying to fight it, or simply go mad without proper assistance. While Anima are substantial enough in number, finding one through happenstance is still a noteworthy occasion.

A WHOLE NEW WORLD

Being an Anima opens up a whole new world of possibilities. With magic being a reality, an Anima may find an entire host of oddities in their own world that they had never before noticed.

The waitress at their favorite diner may have the horns of a beast while the front yard of a creepy abandoned house on their street may show a wandering ghost on its lawn. Without the Doubt to cloud a person's mind, anything of a magical nature can now be seen by the new Anima.

This is not to say that everywhere an Anima looks they find supernatural oddities. On the contrary, the Doubt seeks to oppress anything of a magical nature, and more often than not, it succeeds, which is how it has grown into a state of such dominance. There can be times when the Doubt is unable to suppress something of a magical nature, and instead resigns to simply clouding people's minds so they don't see it for what it truly is.

THE URBAN LEGEND OF PATIENT 1-15

As far as anyone knows, Dr. Connor Marlowe was an accomplished psychiatrist. He was head of a team at a psychiatric ward devoted to the criminally insane, and took his work very seriously. While it is commonly accepted that a great deal of troubling activity can occur in such a place, Dr. Marlowe was happy to face the difficult or dangerous cases with a shrewd and fair mind, for the only thing he truly feared was a patient being misdiagnosed.

When a particular patient, known now only by what may have been his file or room number, was remanded to Dr. Marlowe's care, a strange course of events began that would change many lives.

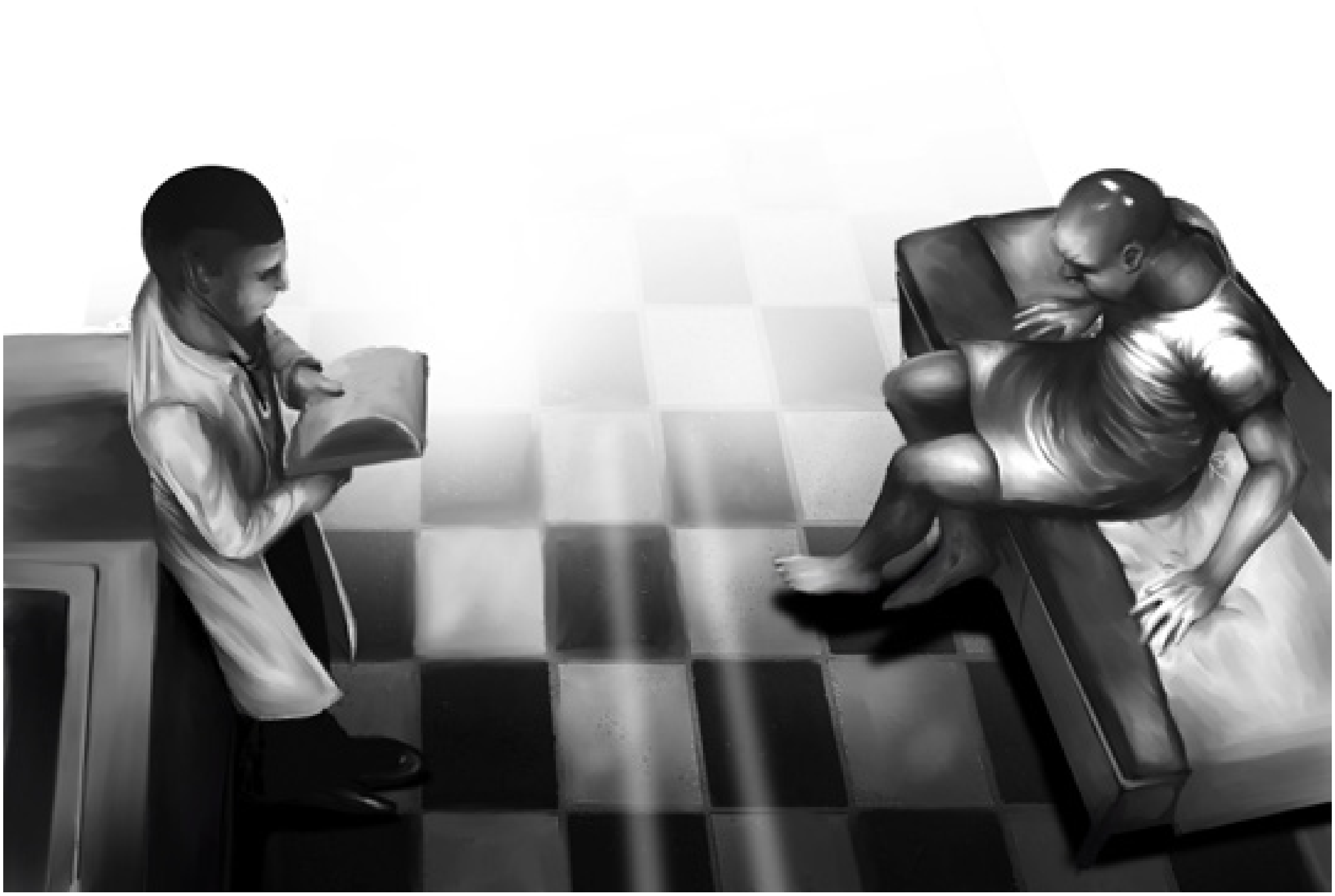
Patient 1-15 was accused and convicted of arson. His legal case stood out to Dr. Marlowe due to the fact that rather than offering a traditional not guilty due to insanity defense, he was found guilty but mentally ill. This was odd to Dr. Marlowe as all of the cursory review of the patient's information seemed to lean towards a person who was not only mentally ill, but seemingly unfit to even stand trial.

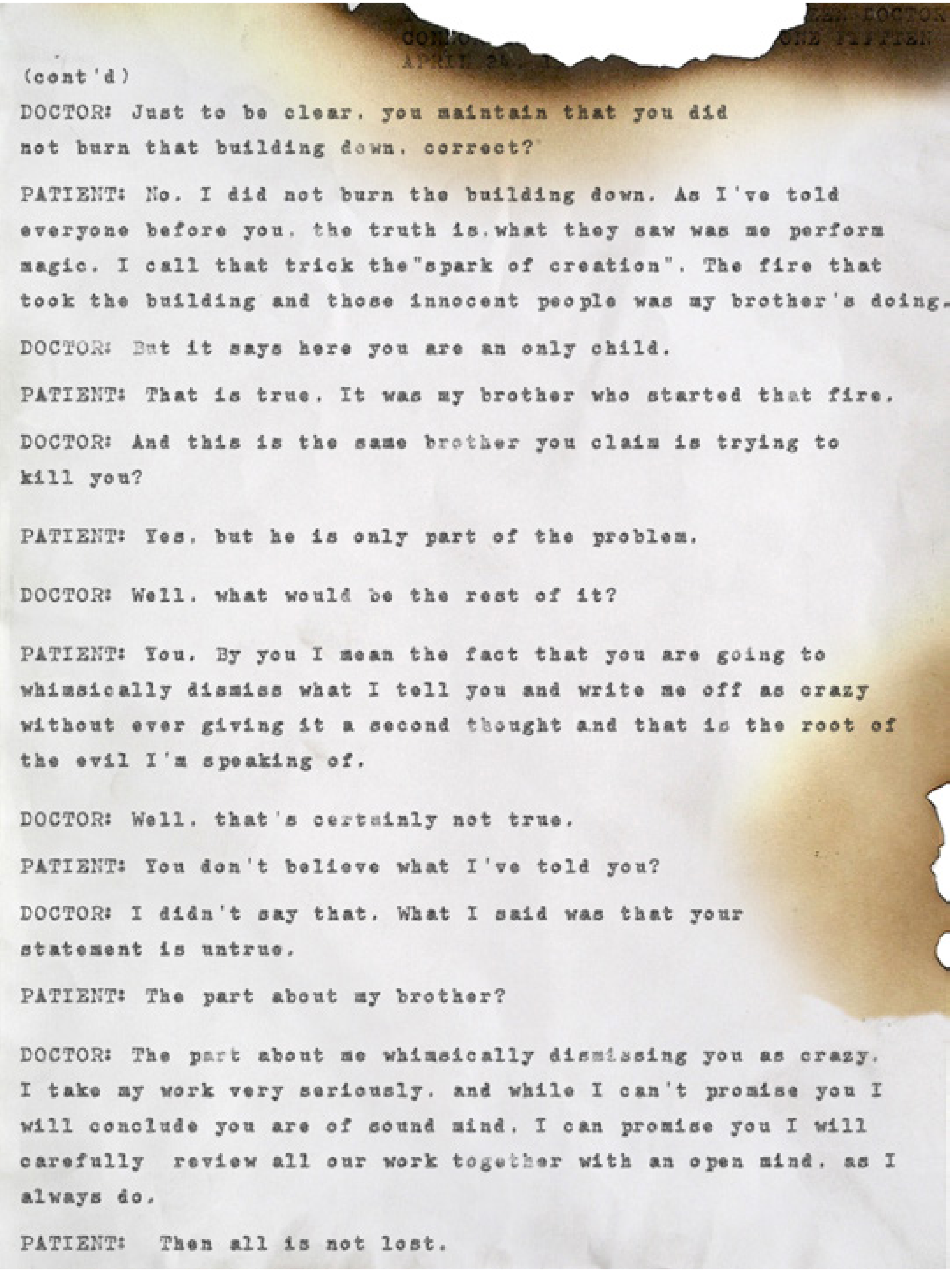
Perhaps appropriately, the first meeting with Patient 1-15 proved to be a bizarre experience. Dr. Marlowe did not find the unstable individual he had anticipated. The patient proved to be calm, logical and rather persuasive. Patient 1-15 carefully explained what actually took place and led to his arrest.

It wasn't unheard of to Dr. Marlowe that a mentally ill patient could be both intelligent as well as persuasive. What troubled the doctor was his uncertainty as to whether Patient 1-15 truly was mentally ill at all, or if this was all the clever ruse and nonsensical speech of a con artist. His new patient possessed a powerful mixture of sincerity and desperation.

After their very first session, it became clear to Dr. Marlowe that this man would be vexing to work with. He was calm, sharp, by normal accounts lucid, and yet his delusions seemed completely real and strongly urged towards the conclusion of psychosis. Still the man's words reeked of gravity and need, so Dr. Marlowe resolved himself to honoring his word. He would give the patient his ear and hope to help him along the way.

Each new session lead to Patient 1-15 explaining more and more of the circumstances that eventually lead to his arrival at the hospital. He told Dr. Marlowe how his dreams often came to life, and followed him into the Waking World.





EEN DOCTOR
CONFO ONE FIFTEEN
APRIL 24, 1

(cont'd)

DOCTOR: Just to be clear, you maintain that you did not burn that building down, correct?

PATIENT: No. I did not burn the building down. As I've told everyone before you, the truth is,what they saw was me perform magic. I call that trick the"spark of creation". The fire that took the building and those innocent people was my brother's doing.

DOCTOR: But it says here you are an only child.

PATIENT: That is true. It was my brother who started that fire.

DOCTOR: And this is the same brother you claim is trying to kill you?

PATIENT: Yes, but he is only part of the problem.

DOCTOR: Well, what would be the rest of it?

PATIENT: You. By you I mean the fact that you are going to whimsically dismiss what I tell you and write me off as crazy without ever giving it a second thought and that is the root of the evil I'm speaking of.

DOCTOR: Well, that's certainly not true.

PATIENT: You don't believe what I've told you?

DOCTOR: I didn't say that. What I said was that your statement is untrue.

PATIENT: The part about my brother?

DOCTOR: The part about me whimsically dismissing you as crazy. I take my work very seriously, and while I can't promise you I will conclude you are of sound mind, I can promise you I will carefully review all our work together with an open mind, as I always do.

PATIENT: Then all is not lost.

DOCTOR: How did this all begin?

ATIENT: It started with a single dream, not like any other I've er had before. You ever have one of those dreams where you wake p and it takes you some time before you realize everything you thought just happened was a dream?

DOCTOR: I believe many people have had such an experience.

PATIENT: Well this first time, it was like that, only no matter ow long I thought about it, I' couldn't come to accept it was a ream. Actually, the longer I was awake, and the more I thought about it, the more real what had happened felt to me.

DOCTOR: Can you tell me about this dream?

PATIENT: The details aren't important, for you at least. What is important is that I've come to realize if there are others like me, the details may make a significant difference to them.

DOCTOR: Why is that?

PATIENT: Because in that dream, I am someone else or something else. Now when I am awake, I can remember what it was like to be that otherself. That's how I was able to work magic. Because my otherself could, now I can as well.

DOCTOR: And you are insinuating that if someone was like you, and had a different dream, they would be different in ways dictated by their dream, as opposed to how your dream affected you?

PATIENT: Yes.

(cont'd)

Together, Dr. Marlowe and Patient 1-15 gave names to many things to make their conversations during sessions easier. The first dream Patient 1-15 spoke of was called a Crux. The otherself was named an Animus, while the dreamer was named an Anima. Patient 1-15 also explained that he suspected the Crux was always focused on conflict, that it was the mind's way of fighting back.

Dr. Marlowe spent a fair amount of time delving into his patient's concept of this omnipresent force called the Doubt. In some ways, the assigning of these behaviors of negativity and limitation to an outside entity reminded him of historical accounts of old religions.

His patient had certainly made a compelling case for a good story, but none of what Dr. Marlowe had learned so far bothered him quite as much as the nagging suspicion creeping into his thoughts. Ultimately, he was reserving final judgment until he had completed his analysis of the patient, but what he first thought was his own devotion to ethical diligence had also become personal curiosity.

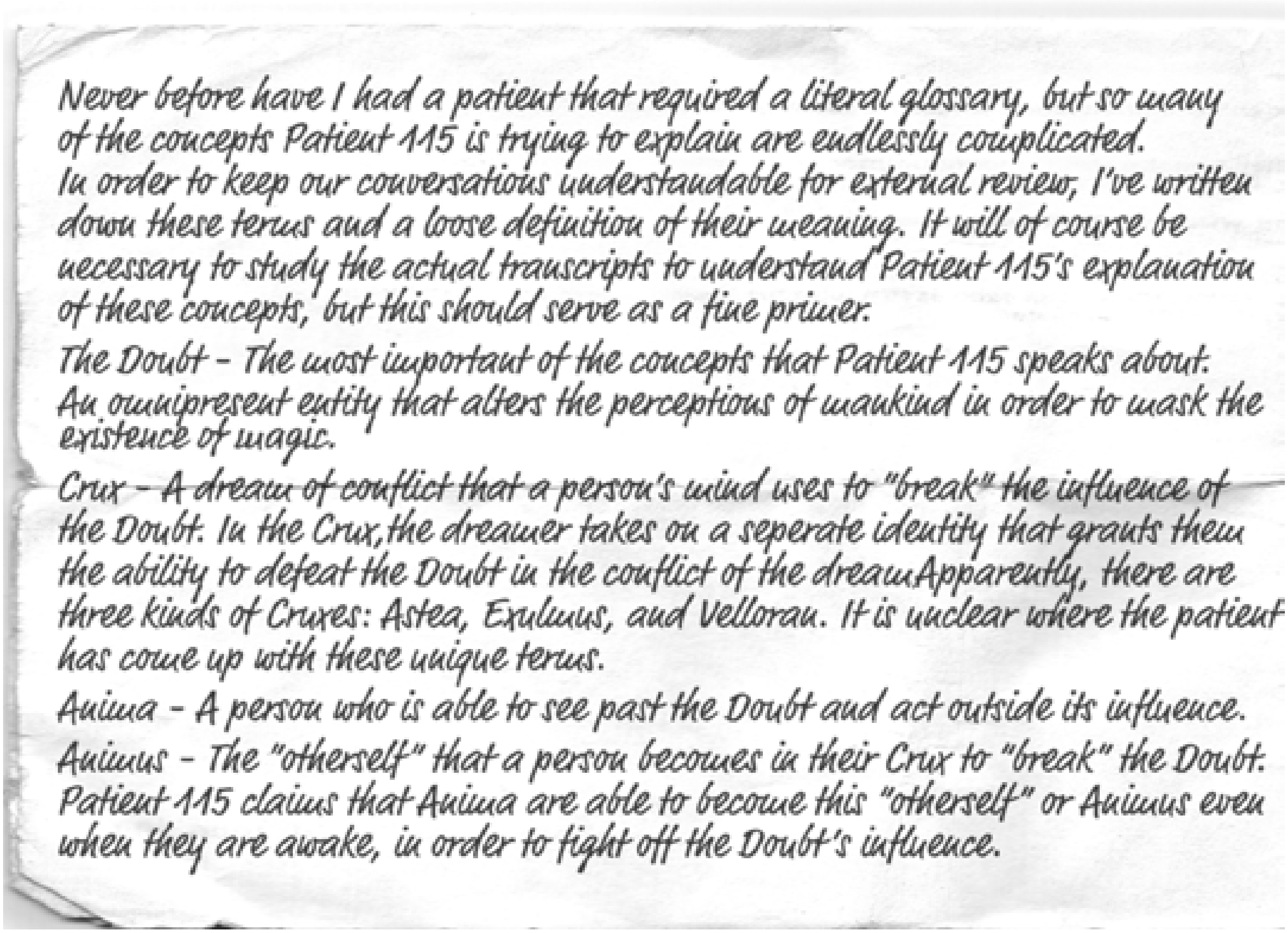
One thought in particular began to sour this unusual interest that clawed at the edges of Dr. Marlowe's conscious mind. What if this patient wasn't ill? What if he was just a clever liar?

Patient 1-15 did show some signs of being nothing more than a con man. He used confusing language with made up terms and would often try to move on to a new subject before allowing the current one to be completely studied.

On the flip side, Patient 1-15 was amazingly consistent with his story. He never once faltered from his tale, whether it be details of the fire, theories on how the Doubt worked, or any other subject.

Part of Dr. Marlowe felt that if Patient 1-15 was that committed to tell a lie, and was so utterly capable of doing so, that in and of itself must have been a kind of madness.

Every night Dr. Marlowe would read back the transcripts of his interviews, and every night he was torn. The story was nowhere near as convincing when read after the fact. Even still, some of Dr. Marlowe's closest colleagues also commented on the impeccable detail and consistency Patient 1-15's story had.



Never before have I had a patient that required a literal glossary, but so many of the concepts Patient 115 is trying to explain are endlessly complicated.

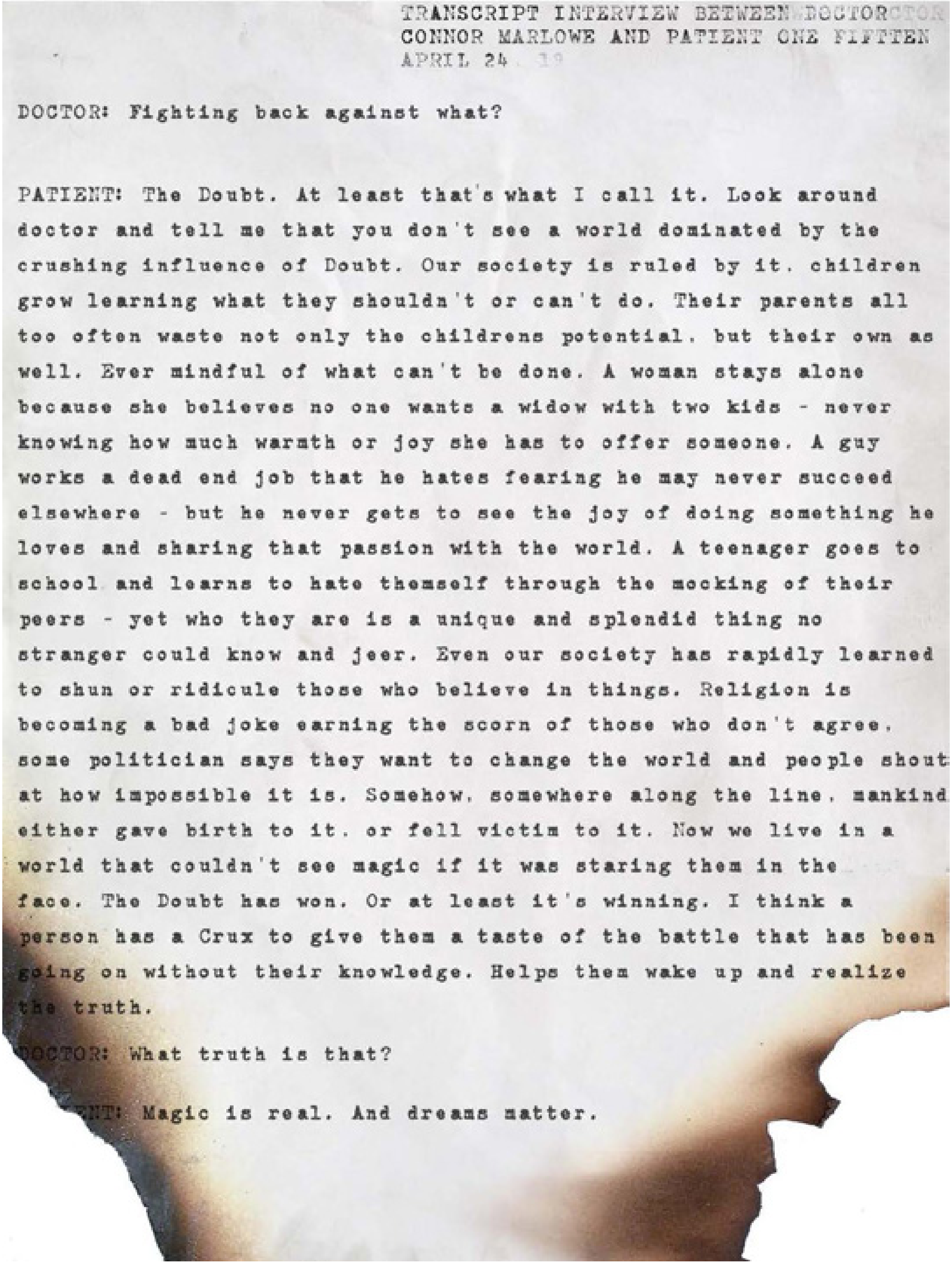
In order to keep our conversations understandable for external review, I've written down these terms and a loose definition of their meaning. It will of course be necessary to study the actual transcripts to understand Patient 115's explanation of these concepts, but this should serve as a fine primer.

The Doubt - The most important of the concepts that Patient 115 speaks about. An omnipresent entity that alters the perceptions of mankind in order to mask the existence of magic.

Crux - A dream of conflict that a person's mind uses to "break" the influence of the Doubt. In the Crux, the dreamer takes on a seperate identity that grants them the ability to defeat the Doubt in the conflict of the dreamApparently, there are three kinds of Cruxes: Astea, Exulmus, and Velloran. It is unclear where the patient has come up with these unique terms.

Anima - A person who is able to see past the Doubt and act outside its influence.

Animus - The "otherself" that a person becomes in their Crux to "break" the Doubt. Patient 115 claims that Anima are able to become this "otherself" or Animus even when they are awake, in order to fight off the Doubt's influence.



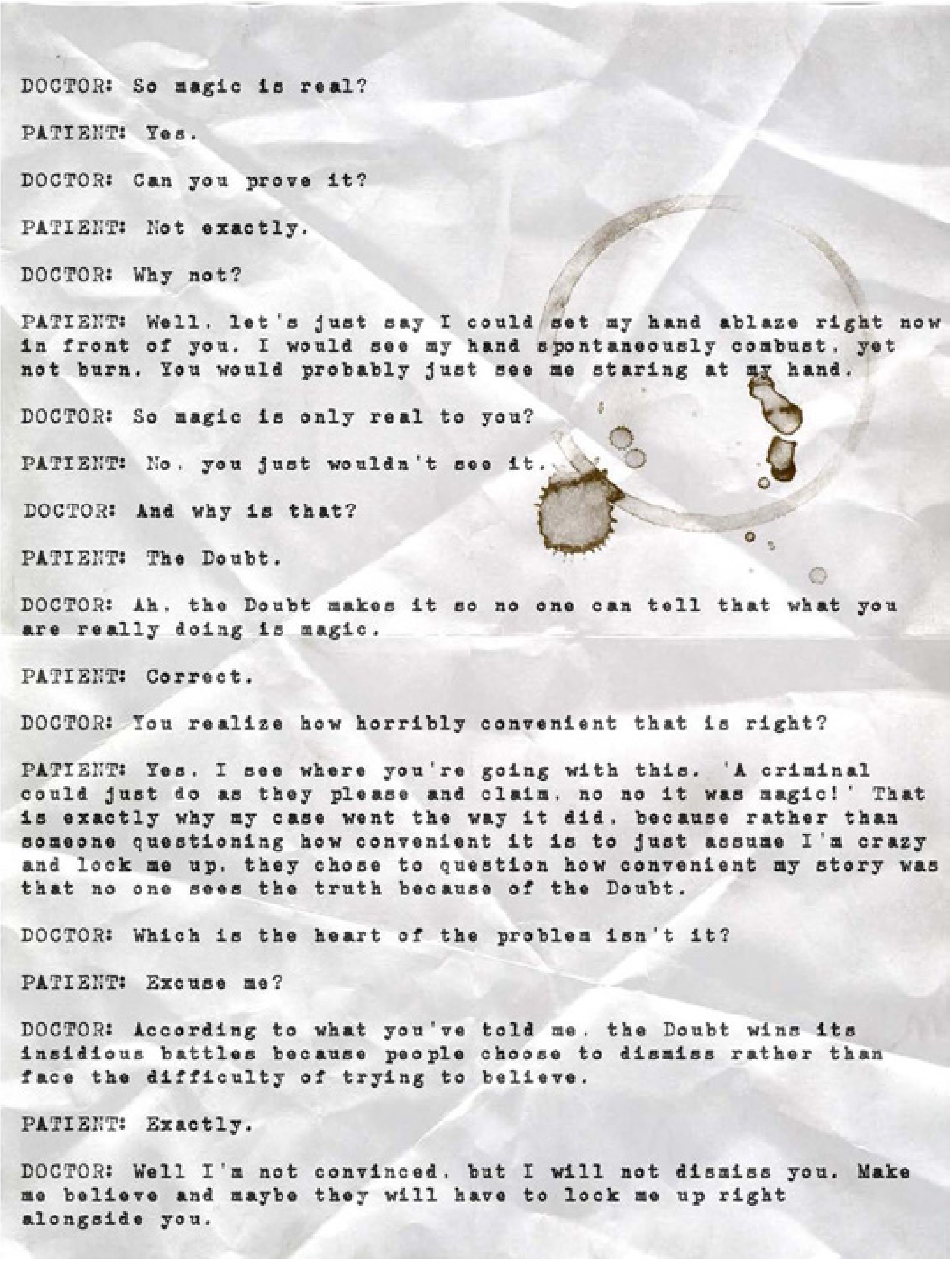
TRANSCRIPT INTERVIEW BETWEEN DOCTOR
CONNOR MARLOWE AND PATIENT ONE FIFTEEN
APRIL 24, 19

DOCTOR: Fighting back against what?

PATIENT: The Doubt. At least that's what I call it. Look around doctor and tell me that you don't see a world dominated by the crushing influence of Doubt. Our society is ruled by it. children grow learning what they shouldn't or can't do. Their parents all too often waste not only the childrens potential, but their own as well. Ever mindful of what can't be done. A woman stays alone because she believes no one wants a widow with two kids - never knowing how much warmth or joy she has to offer someone. A guy works a dead end job that he hates fearing he may never succeed elsewhere - but he never gets to see the joy of doing something he loves and sharing that passion with the world. A teenager goes to school and learns to hate themself through the mocking of their peers - yet who they are is a unique and splendid thing no stranger could know and jeer. Even our society has rapidly learned to shun or ridicule those who believe in things. Religion is becoming a bad joke earning the scorn of those who don't agree. some politician says they want to change the world and people shout at how impossible it is. Somehow, somewhere along the line, mankind either gave birth to it, or fell victim to it. Now we live in a world that couldn't see magic if it was staring them in the face. The Doubt has won. Or at least it's winning. I think a person has a Crux to give them a taste of the battle that has been going on without their knowledge. Helps them wake up and realize the truth.

DOCTOR: What truth is that?

ENT: Magic is real. And dreams matter.



DOCTOR: So magic is real?

PATIENT: Yes.

DOCTOR: Can you prove it?

PATIENT: Not exactly.

DOCTOR: Why not?

PATIENT: Well, let's just say I could set my hand ablaze right now in front of you. I would see my hand spontaneously combust, yet not burn. You would probably just see me staring at my hand.

DOCTOR: So magic is only real to you?

PATIENT: No, you just wouldn't see it.

DOCTOR: And why is that?

PATIENT: The Doubt.

DOCTOR: Ah, the Doubt makes it so no one can tell that what you are really doing is magic.

PATIENT: Correct.

DOCTOR: You realize how horribly convenient that is right?

PATIENT: Yes, I see where you're going with this. 'A criminal could just do as they please and claim, no no it was magic!' That is exactly why my case went the way it did, because rather than someone questioning how convenient it is to just assume I'm crazy and lock me up, they chose to question how convenient my story was that no one sees the truth because of the Doubt.

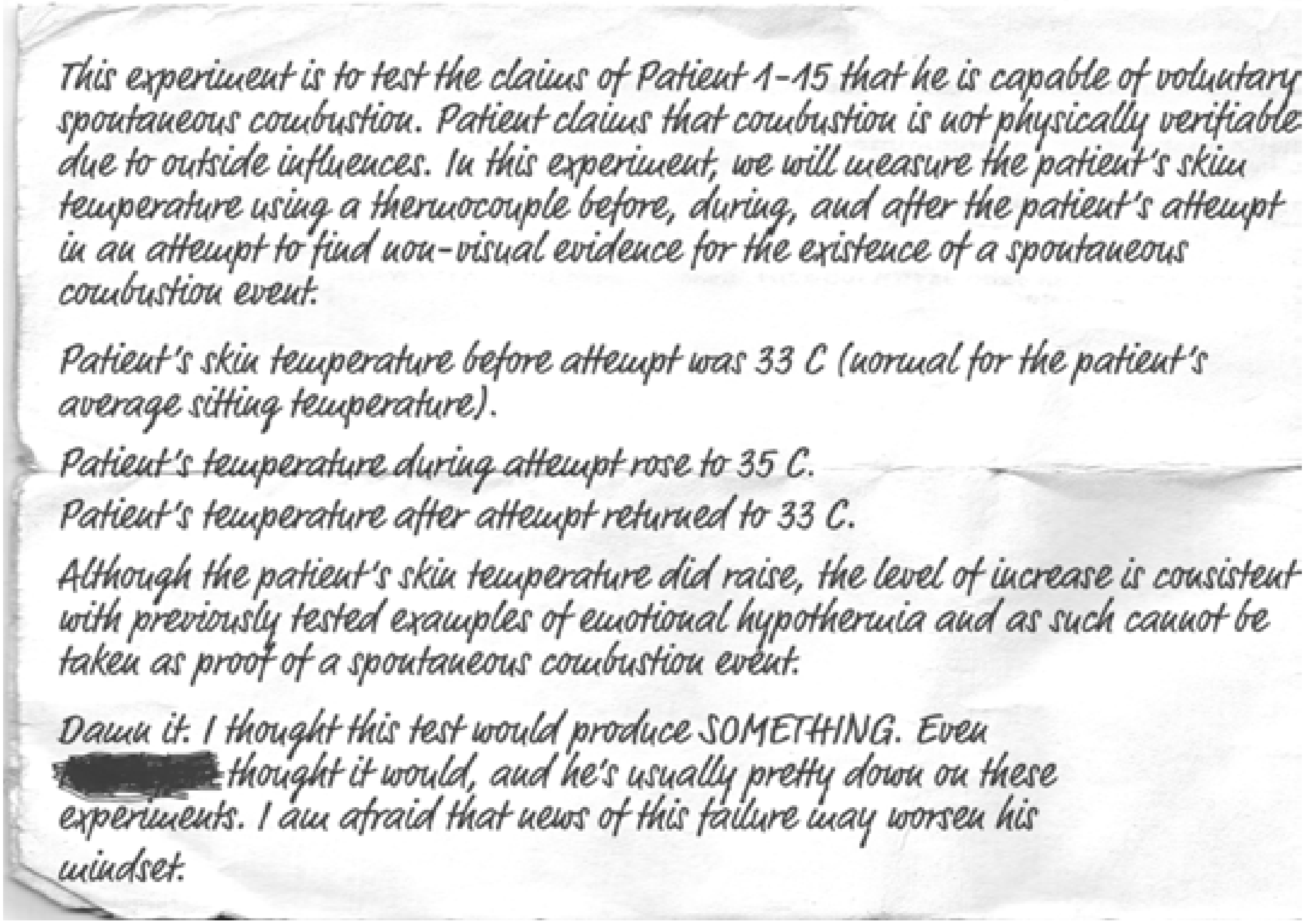
DOCTOR: Which is the heart of the problem isn't it?

PATIENT: Excuse me?

DOCTOR: According to what you've told me, the Doubt wins its insidious battles because people choose to dismiss rather than face the difficulty of trying to believe.

PATIENT: Exactly.

DOCTOR: Well I'm not convinced, but I will not dismiss you. Make me believe and maybe they will have to lock me up right alongside you.



This experiment is to test the claims of Patient 1-15 that he is capable of voluntary spontaneous combustion. Patient claims that combustion is not physically verifiable due to outside influences. In this experiment, we will measure the patient's skim temperature using a thermocouple before, during, and after the patient's attempt in an attempt to find non-visual evidence for the existence of a spontaneous combustion event.

Patient's skin temperature before attempt was 33 C (normal for the patient's average sitting temperature).

Patient's temperature during attempt rose to 35 C.

Patient's temperature after attempt returned to 33 C.

Although the patient's skin temperature did raise, the level of increase is consistent with previously tested examples of emotional hypothermia and as such cannot be taken as proof of a spontaneous combustion event.

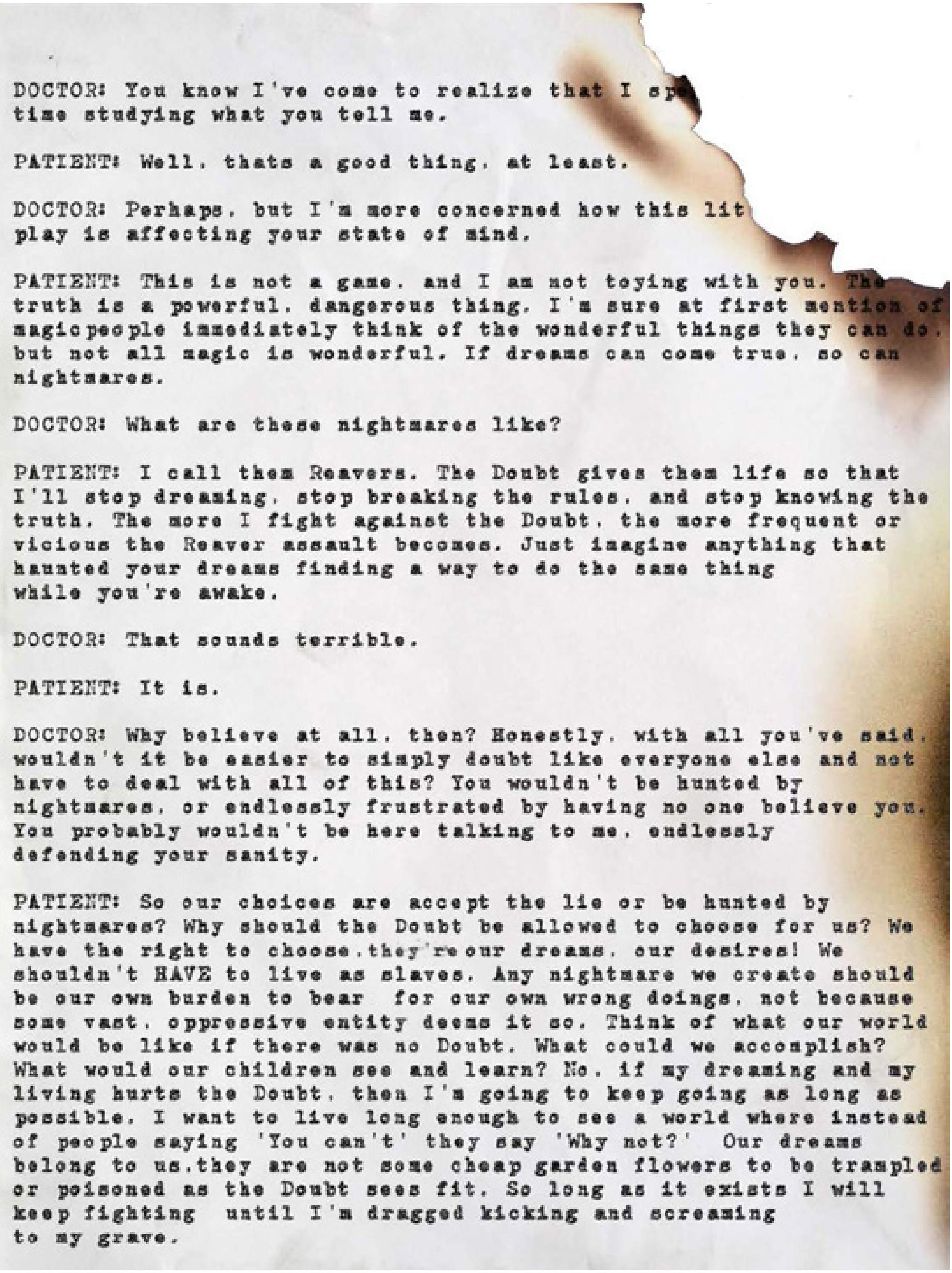
Damn it. I thought this test would produce SOMETHING. Even [redacted] thought it would, and he's usually pretty down on these experiments. I am afraid that news of this failure may worsen his mindset.

Try as they might, none of their experiments bore fruit. Dr. Marlowe realized two things through the process. The first realization was that his patient was both inspired by the task of "breaking" the Doubt, as well as frustrated by it. The second realization was that he was inwardly disappointed at their failure. Perhaps the most frightening of all conclusions, Dr. Marlowe wasn't feeling vindicated at exposing a lie, he was genuinely sorry that the lie wasn't truth.

The story Patient 1-15 told, and the time they spent together, had a profound effect on Dr. Marlowe. He was far from convinced that all he had heard was true, but it gave him pause. Before long he was questioning things about himself, about society, even about what he did and did not believe. After working with Patient 1-15 Dr. Marlowe looked at everything with new eyes. Do we live in a world ruled by doubt? Has science, society or human nature given rise to self imposed limitations that kept us from being more? Was this a subtle psychological effect or could it really be the will of some outside force?

The doctor realized that for the first time, it was the patient changing him and not the other way around. Suddenly, Dr. Marlowe's world was once again filled with possibilities. Hopeless cases seemed less so, self improvement seemed plausible rather than difficult, and his own long standing beliefs were being called into question.

The frustration his patient felt was real enough in Dr. Marlowe's eyes. Over a series of sessions, reality testing, and lengthy discussion, Dr. Marlowe had come to enjoy his patient's company. Without either person realizing it, Patient 1-15 had won his doctor's respect, and Dr. Marlowe found himself looking forward to their sessions. Each day he was eagerly awaiting a new story, and for hours after a session, Dr. Marlowe would analyze his patient's words, desperately trying to make sense of them, and how they had affected him.



DOCTOR: You know I've come to realize that I sp
time studying what you tell me.

PATIENT: Well, thats a good thing, at least.

DOCTOR: Perhaps, but I'm more concerned how this lit
play is affecting your state of mind.

PATIENT: This is not a game, and I am not toying with you. The truth is a powerful, dangerous thing. I'm sure at first mention of magicpeople immediately think of the wonderful things they can do, but not all magic is wonderful. If dreams can come true, so can nightmares.

DOCTOR: What are these nightmares like?

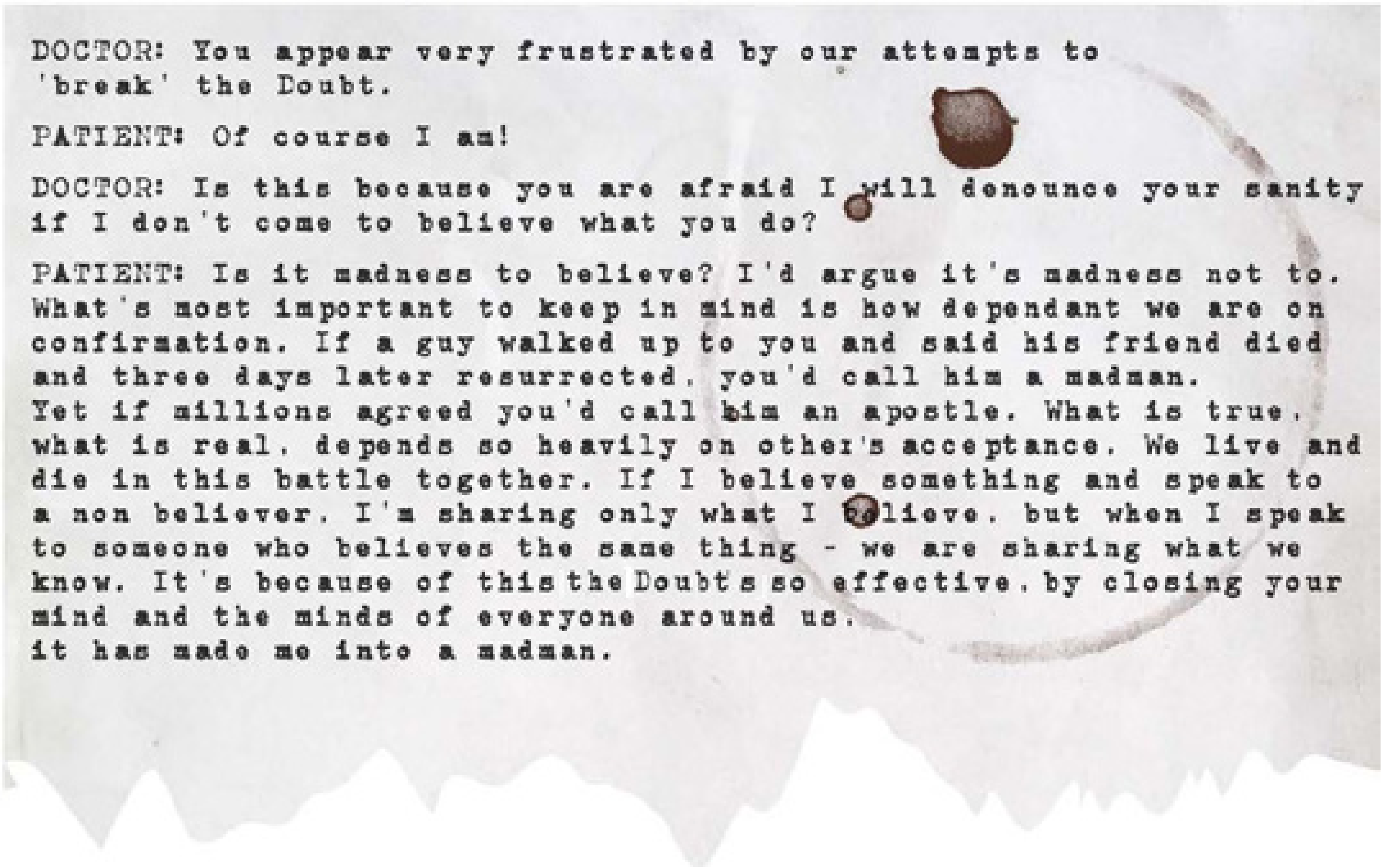
PATIENT: I call them Reavers. The Doubt gives them life so that I'll stop dreaming, stop breaking the rules, and stop knowing the truth. The more I fight against the Doubt, the more frequent or vicious the Reaver assault becomes. Just imagine anything that haunted your dreams finding a way to do the same thing while you're awake.

DOCTOR: That sounds terrible.

PATIENT: It is.

DOCTOR: Why believe at all, then? Honestly, with all you've said, wouldn't it be easier to simply doubt like everyone else and not have to deal with all of this? You wouldn't be hunted by nightmares, or endlessly frustrated by having no one believe you. You probably wouldn't be here talking to me, endlessly defending your sanity.

PATIENT: So our choices are accept the lie or be hunted by nightmares? Why should the Doubt be allowed to choose for us? We have the right to choose.they're our dreams, our desires! We shouldn't HAVE to live as slaves. Any nightmare we create should be our own burden to bear for our own wrong doings, not because some vast, oppressive entity deems it so. Think of what our world would be like if there was no Doubt. What could we accomplish? What would our children see and learn? No, if my dreaming and my living hurts the Doubt, then I'm going to keep going as long as possible. I want to live long enough to see a world where instead of people saying 'You can't' they say 'Why not?' Our dreams belong to us.they are not some cheap garden flowers to be trampled or poisoned as the Doubt sees fit. So long as it exists I will keep fighting until I'm dragged kicking and screaming to my grave.



```
DOCTOR: You appear very frustrated by our attempts to
'break' the Doubt.

PATIENT: Of course I am!

DOCTOR: Is this because you are afraid I will denounce your sanity
if I don't come to believe what you do?

PATIENT: Is it madness to believe? I'd argue it's madness not to.
What's most important to keep in mind is how dependant we are on
confirmation. If a guy walked up to you and said his friend died
and three days later resurrected, you'd call him a madman.
Yet if millions agreed you'd call him an apostle. What is true,
what is real, depends so heavily on other's acceptance. We live and
die in this battle together. If I believe something and speak to
a non believer, I'm sharing only what I believe, but when I speak
to someone who believes the same thing - we are sharing what we
know. It's because of this the Doubt's so effective, by closing your
mind and the minds of everyone around us,
it has made me into a madman.
```

After work one evening, Dr. Marlowe was called to be notified that his patient had suffered extensive bruising across his face and arms, all suspected to be self inflicted. When Dr. Marlowe arrived at the hospital and visited his patient, he saw nothing of the sharp, sociable man he had grown fond of talking to. Instead, he was confronted by a desperate, wide-eyed wreck who was frantically shouting for Dr. Marlowe to listen as hospital workers fought to subdue him.

“ Did you hurt yourself?” the Doctor asked.

“It wasn’t me, doc, you have to do something, my brother is coming!”

“You need to calm down, stop fighting before they-”

“Fight Doc! He’s coming, don’t let him win. Fight, damn you! Fight!”

As they dragged his patient away, Dr. Marlowe was distraught over his odd mix of emotions. For a change his patient looked every bit as unstable as he must have sounded to a casual listener. It should have been all the validation that was needed to dismiss Patient 1-15 and his outlandish stories as a legitimate victim of mental illness, but on the inside, Dr. Marlowe was torn apart. The desperation in his patient’s eyes struck him deeply and he was angry at that thought. Was he letting himself be taken for a fool, wondering if what his patient had said was true, and questioning his own beliefs? Privately frustrated and embarrassed, Dr. Marlowe fell asleep that evening and experienced a dream like none he had ever had before.

Even with all of the notes that have been found, and the people who claim to have had conversations with Dr. Marlowe since, no one is quite sure what exactly happened in that dream.

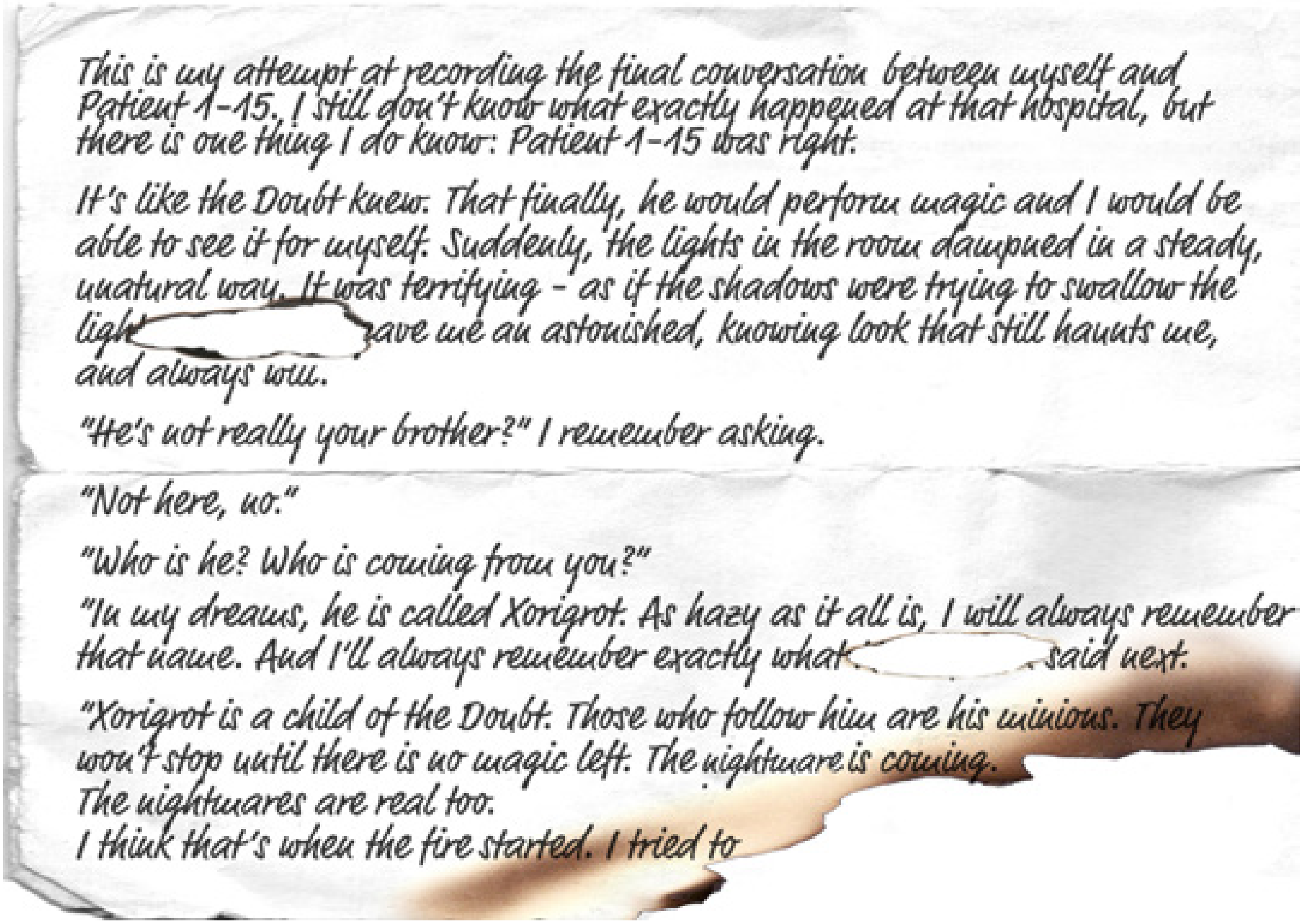
Many Anima believe it must have been the Doctor’s Crux, especially considering everything that came after. Others insist that Dr. Marlowe didn’t have a Crux, but instead simply became able to see past the Doubt.

Whether or not he was an Anima, Doctor Connor Marlowe and his notes on Patient 1-15 quickly became an urban legend amongst Anima.

Patient 1-15’s identity has yet to be truly established, and his whereabouts are currently unknown, leaving many to wonder what happened to the mysterious man many have come to call the “Great Dreamer.”

After his experience with Patient 1-15, Dr. Marlowe temporarily vanished from public life. He eventually resurfaced as a founder of the DCMA, a fledgling agency devoted to providing funding to provide promising students with advanced educations and career opportunities.

Perhaps more than anything else that has fueled the stories of Patient 1-15, however, is the last known diary entry of Doctor Connor Marlowe.



This is my attempt at recording the final conversation between myself and Patient 1-15. I still don't know what exactly happened at that hospital, but there is one thing I do know: Patient 1-15 was right.

It's like the Doubt knew. That finally, he would perform magic and I would be able to see it for myself. Suddenly, the lights in the room dampned in a steady, unatural way. It was terrifying - as if the shadows were trying to swallow the ligh[illegible]ave me an astonished, knowing look that still haunts me, and always will.

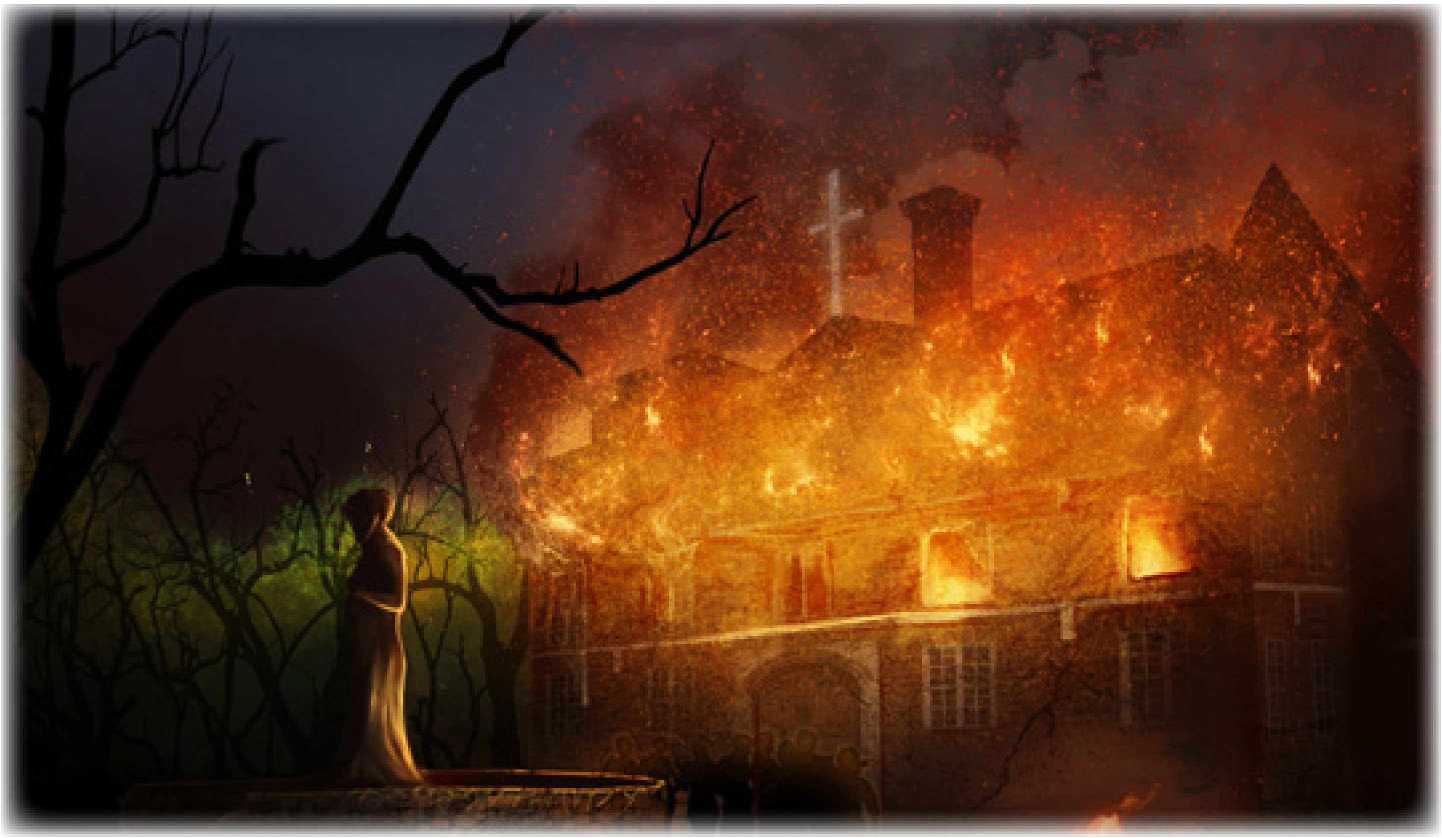
"He's not really your brother?" I remember asking.

"Not here, no."

"Who is he? Who is coming from you?"

"In my dreams, he is called Xorigrot. As hazy as it all is, I will always remember that name. And I'll always remember exactly what [illegible] said next.

"Xorigrot is a child of the Doubt. Those who follow him are his minions. They won't stop until there is no magic left. The nightmare is coming.
The nightmares are real too.
I think that's when the fire started. I tried to



THE CRUX

A person's new life as an Anima begins with their Crux, and this single dream sets the backdrop upon which an Anima's personal war with the Doubt will be displayed. For each Anima, their Crux tends to be an intensely personal experience. Though they didn't know it while it was occurring, the conflict that took place inside the dream was an allegory for the overarching war their mind has been having with the Doubt over their entire lifespan. Unbeknownst to the Anima, their mind has been struggling for freedom all along, and for reasons that may not be entirely clear, it chose a very specific identity to help them finally achieve victory over the Doubt. Many draw clear observations over why such an identity was chosen.

Take a young artist waiting for his big break. He spends countless hours illustrating his favorite comic heroes, dreaming of the day people love them as much as he does. It may not come to him as a surprise if during his Crux, he assumes the role of his own created hero "Grake", the roguish champion who often saves the day in a big city. The young artist may even relish the experience, thoroughly enjoying the realization that he can now relive the feeling of being Grake while in his waking life.

Not every dreamself assumed during the Crux, however, always makes so much sense to the Anima who assumes it. A single mother of two working day and night to keep food on the table for her kids may find herself assuming the role of a fleet commander for an alien force, several galaxies away from our own. Not only will the Crux seem strange to her, but her role in it may seem completely uncharacteristic of her normal self. Other Anima hearing this tale may suspect that down deep, perhaps this woman feels she is very bright and capable of great leadership and maybe that led her to becoming the Animus she was in her Crux. Maybe she just loves sci-fi films and that was all it took for her to end up a fleet commander in her Crux.

It's ultimately impossible to know whether the Animus assumed in a Crux is always logical or at times completely random, but the presence of a logical explanation is common enough that most Anima do suspect that even in the odd cases, the logic may be there, but it is sufficiently obscured to go unnoticed.

This begins to show the rather obvious importance of the Animus component of the Crux, but there are other key portions that also have rather significant impact on an Anima as well. Indeed, even the actual setting of a Crux is of social importance among Anima, as it is one of the easiest and most common ways they identify each other.

The Urban Legend of Dr. Marlowe and Patient 1-15 may be just that, an old story, but that hasn't stopped Anima from assimilating part of it into their own culture. The most widespread example of this is the use of the names Patient 1-15 gave to each of the types of dreams.

ASTEA

Astea was the name given for dreams that are about worlds other than our own. This typically covers any dream that takes place in a setting that isn't Earth, and also doesn't bear any semblance of our normal world. Places such as fantasy worlds filled with mythical monsters, alternate dimensions populated with strange entities or even human populated worlds where the Doubt does not exist and magic is commonplace would all be Astean in nature.

EXULMUS

Dreams set in our world were given the name Exulmus. A superhero may have averted catastrophe, a dark force may have been stopped in the seedy underbelly of a large city, even magic itself may take different shape or be much more commonplace, but being an Exulmian dream means it all happened in a world very much like our own. This immediately gives a frame of reference for a great deal of details when Anima discuss these dreams.

VELLORA

Vellora was the name given for dreams about worlds and things that could yet be. Commonly viewed as dreams of the future or science fiction, these dreams take place in a setting far into a potential future of our world, or among worlds that may yet exist. A dream where mankind has traveled the far corners of the galaxies, waged war with alien species, or demonstrating how advanced or different our future could be, would be called a Velloran dream.

THE NEMESIS

Being able to quickly relay a dream's type became a simply necessity in social situations among Anima, but it was not the only concept or aspect of the Crux that needed naming. The identity assumed by the Doubt during an Anima's Crux is also a very important detail that was quickly given a term. Again adapted from Patient 1-15's legend, that identity is now commonly referred to as a Nemesis.

Just as the setting and Animus both are integral parts of the Crux, the Nemesis is of great importance to the life of an Anima. The Nemesis is a unique Reaver with an identity of its own, a sort of counter to the Animus. Each Nemesis will have its own special abilities and desires, all based on the intention of putting an end to the Anima's magic once and for all. The majority of Anima believe that the Nemesis is a representation of the greatest weapon the Doubt has in its arsenal. This specific living nightmare is a very special Reaver that will be a looming threat for the rest of an Anima's life. Whenever the Doubt has grown overly tired of an Anima's interference, it may resort to giving life to this special nightmare once more, in a hope of finding victory where it once failed.

Much like the Animus, the significance of the Nemesis' identity may or may not follow any apparent logic beyond being a conceptually appropriate archenemy to the Animus itself. A superhero Animus may face off against a Nemesis that is its literal life-long supervillain foe. A village monster hunter may find its Nemesis to be the great beast that nearly took their life. More often than not , perhaps even more so than the Animus itself, the Nemesis is an expertly designed threat the Doubt will use to overcome the Anima. The brilliance of the Nemesis' design may not appear obvious to the Anima they are tied to, but the effect is universally the same. All Anima come to respect the very real danger their Nemesis embodies, and most silently hope there comes a day when they no longer need fear their old enemy coming their way again.

In the end, each Anima has their own personal opinion on the meaning behind what they experienced and what no longer being a Sleeper really means to them.

BEING AN ANIMA

Below are a list of characteristics unique to Anima in ODAM. Here you will learn about Conviction, Nightmare, Shaping, Control, and Doubt scores, as well as an Anima's Rank. You will also learn how each of these is used in the course of a story told in Of Dreams and Magic.

CONVICTION

Though Anima have broken free of the Doubt, they are never completely out of its grasp. So long as the Doubt exists, it will continue to ceaselessly smother the world and press down on Anima, trying to get them to accept it once more. Fighting against this constant pressure is the cornerstone of being an Anima. To represent this struggle, all Anima in ODAM have a Conviction pool. This mutable, limited pool represents an Anima's remaining gusto towards pushing off the Doubt's ever-present oppression. As Anima do things such as dream or defeat Reavers, they gain Conviction points that are added to their Conviction pool.

These points can then be spent to perform certain acts that oppose the Doubt, forcing it to accept for a brief time that magic is real.

An Anima's Conviction pool can contain a number of points ranging from 0 to 100.

GAINING CONVICTION

The following are ways which an Anima may earn Conviction points:

- Sleeping a full period (2 pts)

Any rest taken that runs its full and natural course is considered a full period for purposes of earning Conviction. Typically this means sleeping for at least 7 hours and indicates the Anima has spent a substantial amount of time reconnecting with their dreams, thus restoring 2 Conviction points. A maximum of 2 Conviction points may be gained by resting in any 24 hour period.

- Sleeping a partial period (1 pt)

Any rest taken that is shortened or interrupted is considered a partial period for purposes of earning Conviction. Typically this means sleeping for less than 7 hours and indicates the Anima has spent a less than ideal amount of time reconnecting with their dreams.

A maximum of 2 Conviction points may be gained by resting in any 24 hour period. Should an Anima gain Conviction from a partial rest, they may not gain Conviction from another partial rest for at least 24 hours. If an Anima has already gained 1 Conviction from a partial rest, they may gain only 1 additional Conviction by taking a full rest in the same 24 hour period.

- Defeating a Reaver (10 to 50 pts)

Whenever an Anima aids directly in the defeat of a Reaver they are awarded ten Conviction points per rank the Reaver possesses. A Reaver is considered defeated when its health is reduced to zero or it is banished from the Waking World.

- Destroying a Reaver (10 to 50 pts)

Whenever an Anima aids directly in the destruction of a Reaver they are awarded ten Conviction points per rank the Reaver possesses. A Reaver is considered destroyed when its health is reduced to zero while in the dreams of the Anima it is bound to.

- Inspiring a Sleeper to follow a significant dream (10 to 25 pts)

Dreams come in all shapes and sizes. Inspiring a Sleeper to finally buy the dress she always wanted would not qualify as a significant dream. For a dream to merit earning Conviction for, the dream's realization must in some way shake the Doubt's grip on the Sleeper.

Personally inspiring a skinny guy to change his lifestyle and genuinely chase his dream of being a pro ball player because he finally believes it's possible would qualify as a significant dream. While convincing a girl to buy a dress she's always wanted may not in its own right be significant, inspiring that girl to love herself and set her on a life long journey of positive body image certainly would be significant—even if it all started with buying that dress.

- Producing a Shatter when making an Ability Test (10 pts)

For an Anima, creating a Shatter during an ability test demonstrates how they have broken the Doubt's hold on them once more to create an outstanding result. This process fills the Anima with Conviction granting them 10 points anytime they Shatter during a story.

SPENDING CONVICTION

The following are the several ways an Anima may spend or use Conviction points

- Waking for the first time each day (1 pt)

Staying free of the Doubt's control is a daily struggle that requires effort and will. It's very easy to slip back into doubting ways, and requires a daily expenditure of Conviction to retain the ability to see the truth.

- Channeling the Animus (10 pts)

Through no small amount of Conviction and will, an Anima is able to recall the memory of their Animus, channeling the persona to grant them powerful abilities.

- Using a Remnant (1 to 5 pts)

As Anima learn to exert a certain amount of control over Dreamscapes, they also learn to reproduce specific magical effects from those dreams. Doing this requires an amount of Conviction equal to the rank of the Remnant being used.

- Using a Practice (1 to 5 pts)

Anima who study magical Traditions learn individual Practices, that when performed, require a certain amount of Conviction to work correctly. The amount of Conviction points required to use each individual Practice varies by the Rank of the Practice..

- Dreamwalking (5 pts)

The process of pulling the Waking World into their dreams requires quite a bit of effort, costing the Anima 5 Conviction each time it is done.

- Purchasing a Base Success when using a Remnant or Animus ability

In addition to the normal Conviction cost of using a Remnant or Animus ability, an Anima may pay extra Conviction to purchase a base success when using either. This extra cost is equal to 1 Conviction point per rank of the Remnant of Animus being used, and represents an Anima spending a bit of extra will to force the Doubt into allowing their desired effect.

NIGHTMARE

In ODAM, all Anima are given a Nightmare score. This score represents the Doubt's growing anger as an Anima repeatedly defies its will.

Every time an Anima spends Conviction, their Nightmare score is immediately raised by an equivalent amount. So if an Anima spends 5 Conviction to Dreamwalk, their Nightmare score immediately rises by 5 as well.

Once an Anima's Nightmare score reaches certain thresholds, there is a chance the Doubt will give life to one of their nightmares in the form of a Reaver. Below are the Nightmare score thresholds and their associated effect.

Nightmare Score	Effect
100	CT (5%) to spawn Reaver
200	CT (10%) to spawn Reaver
300	CT (15%) to spawn Reaver
400	CT (20%) to spawn Reaver
500	Nemesis is spawned

Any time a Reaver is spawned due to an Anima's Nightmare score hitting a threshold, it is up to the Dreamweaver's discretion exactly what kind of Reaver is created, but at 500, the Reaver is always the Anima's Nemesis.

Only one Reaver may be spawned and bound to any single Anima, so once a threshold has triggered the creation of a Reaver, subsequent thresholds do not trigger their normal CTs. Nightmare will continue to accumulate while a Reaver is bound to the Anima, even beyond 500.

If the Reaver is destroyed, the Anima's Nightmare score is added to their Rank progress, after which the Nightmare score is reset to zero.

RANK PROGRESS

Tracking how much fighting against the Doubt an Anima has done, the Rank Progress is a running tally that, after reaching certain threshold levels, grants the Anima their Rank. Every Anima begins with a Rank Progress of zero. Rank Progress is normally gained by destroying bound Reavers. Below are the Rank Progress values that grant an Anima a new Rank value.

RANK PROGRESS	RANK GAINED
0	1
500	2
1500	3
2000	4
3000	5

RANK

Every Anima character in ODAM possesses a Rank which is a numerical representation of how experienced the Anima is at fighting the Doubt.

This Rank dictates several aspects of the Anima including their Shaping score, their maximum Control Ranks, and the Passive Aspects and abilities of their Animus they have access to.

Shaping score is directly derived from the Anima's Rank, starting at 5 for Rank 1 and increasing by 5 for each additional rank gained.

RANK	SHAPING SCORE
1	5
2	10
3	15
4	20
5	25

Access to an Animus is also affected by rank. When an Anima channels their Animus, they will only gain the benefits of its Passive Aspects that are equal to or below the Anima's Rank. The same applies for the Animus Abilities they gain access to.

DREAMWALKING

After experiencing their Crux, all Anima instinctively know they can forcibly return to their dreams. When they choose to, their body rapidly enters a slumber and they find themselves moving about the Waking World while they sleep. Though this act does not need to be taught, understanding the details of what is actually occurring will require some trial and error, or outside educating.

Dreamwalking does more than just put the Anima to sleep. In a way, they are actually attempting to pull as much of the Waking World into their dreams as possible.

Naturally, this is a big reversal from the usual desire of bringing things from their dreams to the Waking World. It's also a rather daunting and ambitious task.

In reality, an Anima who Dreamwalks is only ever partially successful. Instead of completely pulling the Waking World into their dreams, they suspend their dreamselves in the Waking World, placing them in a unique state of being technically dreaming, yet simultaneously being aware of and experiencing the Waking World.

Despite how initially strange the act of Dreamwalking may be, it is a vital part of an Anima's existence. The primary reason for this is that Dreamwalking allows the Anima to follow a Reaver into other sleeping individual's dreams.

While traveling into the dreams of other people certainly carries risks and challenges, it is of vital importance when tracking down Reavers and destroying them.

DREAMSCAPES

According to Patient 1-15's legendary tale, certain dreams stand out from the norm because they are not finite, transient events. There are some dreams that persist and recur, able to be experienced by many Anima time and again.

These special dreams, known as Dreamscapes, force a unique experience upon an Anima by having them enter a dream they have already visited before. Dreamscapes are normally visited when an Anima seeks to destroy a Reaver.

For reasons unknown (perhaps even to Patient 1-15), Reavers have a tendency to choose very specific dreams as their battlefields. Speculation by Anima society provides many possible theories as to why this is the case. Some Anima believe these Dreamscapes are a type of great shared dream that was once created by groups of powerful Anima before the Doubt claimed dominion over the Waking World. Others suspect that these Dreamscapes aren't dreams at all, rather real worlds or dimensions that are vastly different from our own.

Whatever the truth may be, Dreamscapes are most often experienced when an Anima enters a dream to destroy a Reaver, leaving most to believe that the Reaver itself is somehow responsible.

REMNANTS

Repeatedly visiting a Dreamscape allows an Anima to gain a certain familiarity with the specific dream. Over time and through repeated exposure, an Anima can actually acquire such a strong connection with a particular Dreamscape that they are able to reproduce small fragments of what they've done in it, while awake. These specific magical effects that they learn to recreate are known as Remnants.

How it works: Each Remnant has a specific Dreamscape that it is derived from as well as a Rank, indicating what Control Rank is necessary to unlock it.

CONTROL PROGRESS

In order to learn a Remnant, an Anima must spend an extended period of time in a specific Dreamscape. The amount of time an Anima spends directly correlates to their Control over that Dreamscape, with each trip granting them Control Progress towards increasing their Control Rank.

How it works: Each time an Anima experiences a Dreamscape they are awarded one Control Progress towards that single Dreamscape. A character's Control Progress is a running tally of how much familiarity they have developed with a specific Dreamscape.

Every tenth time a character receive Control Progress in a specific dreamscape, the character acquires a new Control Rank.

CONTROL RANK

A character that has acquired a sufficient amount of Control Progress will earn an appropriate Control Rank. At each Control Rank, the character is awarded a Remnant of the same Rank. Thus, achieving Control Rank 2 in a Dreamscape also awards a Rank 2 Remnant from the same Dreamscape.

Control Rank is limited by Anima Rank insofar as a Control Rank can never exceed an Anima's Rank. This does not, however, limit the number of Controls a character may acquire.

In addition, this does not stop a character from being awarded Control Progress beyond their Anima Rank, but any Remnants awarded cannot be used until the Anima Rank matches the Control Rank of that Remnant.

For example, an Anima with a Rank of 3 could possess a Control (Laruna) 3 as well as a Control (Earth 7) 2, but neither Rank could be raised higher than 3 unless the Anima first raised their Rank. They would also still be awarded Laruna Control Progress beyond Rank 3, but could not use any Rank 4 Remnants until their Anima Rank is also 4.

HUNTING REAVERS

When Reavers first come into existence, they are bound to the Anima they are created for. While that ensures they direct their efforts towards this Anima, the Reaver will often find it more desirable or just plain easier to harm people close to the Anima as a means of getting them to surrender to the Doubt. For most Anima this realization comes at the cost of some personal hardship, as by the time they have realized what the Reaver is doing they have been forced to deal with a potential tragedy.

Take an Anima who is happily married to a Sleeper. If this Anima spawned a Reaver, that Reaver may find it easier to hurt the Anima by attacking their spouse. While the method of this Reaver's aggression will depend largely on the type of Reaver it is, regardless of how it attacks, the results will be very real and terrible. Imagine the Anima's surprise when they realize that while they've been preparing for a showdown with their nightmare, the nightmare has been preying upon their significant other.

These strong-arm tactics are one of the many reasons Anima learn to take a proactive role in dealing with Reavers. More often than not, it can prove costly and dangerous to put off dealing with the nightmare, as the Reaver will find ways to not only harm the Anima, but to grow in power as well. In this way, Dreamwalking becomes a priceless asset. By viewing the Waking World through their dreams, Anima can more clearly see the damage all Reavers leave behind called "taint". This taint is a residual effect that Reavers create when they "reave" or destroy dreams. This effect is normally completely invisible in the Waking World, but when Dreamwalking, any Anima can plainly see the damage left behind whenever a Reaver successfully does something that causes it to gain strength.

Taint will often take the form of an unnatural residue, usually concentrated at locations where a significant act of reaving was done. This can mean a Reaver successfully attacked or killed someone where the taint is located, or that the Reaver accomplished a goal that caused it to grow in power. Whatever the reason, taint found by an Anima can give vital clues into the activities of a Reaver, helping them find and defeat them in a timely fashion.

Hunting down a Reaver is made possible largely due to Dreamwalking and can bring Anima to some strange places. At times, the Reaver they hunt may not be their own, and in this case it is very likely that they will at some point need to chase the monster into someone else's dreams. This can mean aiding another Anima with their Reaver, or possibly entering the dreams of a Sleeper to free them from the Reaver's clutches.

ENTERING DREAMS

Entering a Sleeper's dream naturally exposes the Anima to a level of risk. It's impossible to know for certain exactly what the landscape of any given Sleeper's dream may be. An Anima may enter their friend's dream and find they are at a great party full of laughs and cheer. On the other hand, they may enter someone's dream and arrive in a dark place full of violence or terror.

Dreamwalking into a Sleeper's dream can be unpredictable, and it doesn't carry the benefit of having the dream belong to an Anima who will be there to join you.

Unfortunately for Anima, since Reavers often inhabit the dreams of Sleepers, it is often only a matter of time before they end up entering a Sleeper's dream themselves.

While following a Reaver into the dream of a Sleeper is a dangerous proposition, sometimes it is a necessary one.

DOUBT POINTS

In any war there are battles both won and lost. For Anima, their war with Doubt does not always come to an abrupt end by way of death. It's instead more likely that an Anima will learn defeat at the hands of the Doubt in the more gradual way of acquiring Doubt Points. These Doubt Points represent the Doubt reasserting its control over an Anima. Once an Anima acquires 5 Doubt points, the Doubt has crushed their Crux, obtaining complete control over the Anima once again, effectively ending gameplay for the character.

Accepting that magic is real opens an Anima up to many dangers that would not exist if the Doubt had its way. First, there is the possibility of magic being used against them by one of their own kind. This offers a serious threat since magic is not so easily defended against. In fact, more often than not, there is no way to actively avoid a threatening bit of magic. This leaves an Anima to deal with the repercussions of magic, no matter how much of a bitter pill it is to swallow.

This is where the Doubt commonly swoops in to offer its services. Should an Anima choose, they may accept the Doubt's influence just enough to negate a particular source of magic.

Having your arm burned by magic could leave it ruined, but by accepting the Doubt's influence, that burn can be disbelieved and effectively erased. This is an act the Doubt performs uniquely for Anima.

While it's assumed by most that the same could be done for Sleepers, the Doubt has no real need to protect them. Since they are already firmly under the Doubt's control, it has no need to spare them from magic's aftermath—the reasons for their plight are just altered so they continue disbelieving.

For Anima, the Doubt willingly goes out of its way to show the value of its services. Believing in magic and dreams is very much a double-edged sword. While this means all the great things about them truly exist, it also means all the terrible things about them exist as well. In an effort to get an Anima to finally accept that it is safer in the Doubt's control, the Doubt will erase for them the effect of any single magic directed their way, so long as the Anima accepts a little more of the Doubt's influence permanently.

How it works: By accepting a Doubt Point, a player may effectively negate any single magic effect or Echo targeting them. This will erase any effects, both negative and positive, created as a direct result of the source. Accepting a Doubt Point in this manner can be used to negate the effects of an Echo, magical Ability, Remnant, or Practice.

Self-preservation can be a very powerful motivator, but it is not the only one that causes an Anima to willingly enlist the Doubt's aid. While magic at the hands of a fellow Anima can certainly be grounds for choosing to acquire a Doubt Point, the more common reason is to deal with Reavers and the devastation they frequently leave in their wake. Since the

Doubt never passes up an opportunity to convince an Anima to willingly submit, it is quick to grant its services for this purpose as well.

Just as an Anima can accept a Doubt Point to dispel a magic that affects them, so too can they accept a Doubt Point to dispel what their Reaver has done to someone else. If a Reaver that is bound to the Anima causes injury, or uses magic of some kind to affect someone, the Anima can willingly accept the Doubt's influence to dispel it.

How it works: Accepting a single Doubt Point will allow a player to remove either any Health and Stamina damage done to a single target by their Reaver, or any Echo or magic effect created by their Reaver.

Katie looked down at the scribble in her notebook and felt a cold sweat set in. Even when she gazed upon her own depiction of the clown, it made her stomach ache and her legs weak. For days she had been doodling that hideous grin, sometimes in her sketchpad at home, and now in the margins of her notebook. Mr. Stevens was explaining a concept that barely made sense to her, as she hadn't truly listened to his words in quite a while. Ever since the night she fell asleep on her boyfriend Jason's couch and had that vivid nightmare, one thought had gripped her mind like a vice, making her unable to focus on much of anything.

This bastard clown is coming for me.

When she thought about it now, a certain anger would wash over her. If she was only a little more ballsy like the girl in her dream and a little less scared-to-death like the girl she actually is, maybe this psycho in his creepy clown costume wouldn't have her jumping out of her seat in Mr. Stevens' classroom. Without fail that face would peer over the window ledge and give his twisted grin, and it was all poor scared Katie could do not to pee her pants or scream out loud. It pissed her off, but not enough to keep her from being petrified with fear each time.

Nervously glancing at the window, she silently thanked herself for covering her mouth with her hands, as it was the only reason a shriek didn't rip from her lips when she caught him staring at her. Lightheaded, Katie slipped her cellphone from her pocket and discreetly sent Jason the distress message.

"Bathrooms."

Katie jumped with a nervous start when she looked up to see Mr. Stevens a mere step away from her desk.

"You okay Katie? You look pale."

"Y-Yeah, gonna use the bathroom."

Once out of the classroom, she moved just as quick as she could without giving in to a full run. Jason, vigilant as ever, was nervously waiting outside the ladies bathroom. Though it was a small solace, seeing Jay with his big brown eyes full of concern comforted her.

"Hey babe, you saw him again?"

Stealing a quick hug, Katie nodded gravely.

"He's not going to give up, I just know it."

"Don't worry, we'll figure something out."

"Nobody believes me Jason, I see it in their faces. If I bring it up again and they're going to send me to a doctor."

"I know. What do you want me to do?"

"Kinda have to pee, think you can-"

"Shh, you hear that Katie?"

The sound of scratching from inside the bathroom instantly reminded her of the clown scraping its knife on the wall of her home. She felt her knees buckle and wobble for a moment.

"Oh my god he's in the-"

"Enough of this, let me go see." Facing the bathroom both, Jason and Katie jolted when they heard a voice behind them.

"Excuse me."

Mr. Stevens stepped between them and the bathroom door. Before their eyes he changed from his pot-bellied, middle-aged, balding self into a square-jawed, bare chested soldier. Sporting camo pants, a heavily scarred and muscled upper torso and a huge rifle in hands, he nodded knowingly at them. "Make sure no one comes in after me."

Katie regained use of her jaw long enough to voice her shock.

"Mr. Stevens?!"

"Don't worry kids, I've dealt with worse than clowns." With a smirk and a quick wink, he turned and kicked open the bathroom door.

He flatly stated "I'll be back," before disappearing inside.

CHAPTER TWO

CHARACTER CREATION

Truth
in
DREAMS

CREATING A CHARACTER

For a player, creating a character is the first step in participating in any ODAM story. The characters the players create, the way they interact, and the struggles they face are the core components of any story.

This chapter will detail how to take your character concept, translate it into components that can be used for the purpose of playing, and show how to record this information on your character sheet.

Character Creation takes place in three parts. First, the character's Waking World identity is created. This is who they are in the Waking World and covers their Attributes, Skills, possessions, and some magical abilities.

Second, the character's Animus is created. The Animus is a dream-identity that the Anima channels in the Waking World to gain specific bonuses and access to magical abilities.

Finally, a character's Nemesis is chosen. This is the recurring villain from their nightmares that The Doubt uses in an attempt to destroy them

WAKING WORLD IDENTITY

A character's Waking World identity consists of all the things that make them who they are in the real world. This part of the creation process will give them a name, appearance, general concept and an appropriate series of statistics.

The many parts of the Waking World identity that require statistical representation will also be assigned grades to help properly capture the character's capabilities.

CHARACTER CONCEPT

The best way to create a character is to start with its base concept; a short description that quickly explains what the character is all about. While this concept will often include a description of what the character does, it should also speak to their personality and how they view the world.

This initial concept doesn't have to be fully fleshed out or developed, but should serve as a strong starting point. This concept is something that should be referred back to during every step of character creation, and helps explain the choices you make while creating the character.

Even a simple concept can help answer a lot of questions about a character. If your concept was "a talented high-school artist who dreams of being the heroes he's so fond of drawing," you've already answered a lot of questions about this character. You know their general age and what they are passionate about, and can start to use this concept to explain more about them.

A character's name and appearance say a lot about them, and help provide a true identity – a character becomes much more real when you know exactly what they look like, and even more simply, what their name is.

Likewise, a character's occupation may also say a lot about them, from their educational background to their current lifestyle. Choosing an occupation also helps flesh out the kind of experiences the character has had before gameplay. For instance, an international super-spy would deal with their problems in a starkly different way than a blue-collar construction worker.

Once these basic concepts are in place, a player may wish to give more detailed thought to their character's history. Describing or categorizing a character's entire existence may not be entirely necessary, but for story purposes, it may be valuable to know significant details, such as where the character is from, the nature of their childhood, past loves, or any other events that would have occurred prior to game play, yet may have some impact on how the player or Dreamweaver interact with the character.

CHARACTER CATEGORIES

In ODAM, every character's statistics are broken down into four categories: Inherent, Learned, Magical, and Material.

- The Inherent category covers natural, intrinsic characteristics that are not learned or studied. This category addresses the six basic Attributes (Strength, Agility, Endurance, Intellect, Perception and Charm) and unique Traits that are used to define a character.

- The Learned category includes skills, Advanced Skills, and techniques. Skills and Advanced Skills are the things that a character can do or know—such as Fighting, Academics, or Piloting. Techniques are special, specific things that a character is capable of due to their level of proficiency in a skill.

- The Magical category represents either a devotion to learning new ways to break the Doubt as an Anima or having acquired additional magic ability from dreams, be they from your Crux or dreams you've experienced since. These two subjects are represented by two things: Controls and Traditions. Controls are a measure of the level of expertise a character has with a specific, undying dream known as a Dreamscape. This elevated level of experience allows the character to produce new and unique magics in addition to their Animus known as Remnants. Traditions are magical paths a character can study to create magic that is not fueled exclusively by their dreams.

- Possessions and Artifacts are both included in the Material category. Possessions are just as they sound—the things the character owns. Artifacts are magical items that a character has pulled from a dream and made their own.

CATEGORY GRADES

To make a character, each of these is given a grade of Average, Good, or Excellent, with each grade providing a certain number of points that are then spent to improve the components of said category. Every player grades one category as excellent, two as good, and one as average.

Listed below are the point values that correspond to each grade. Every point is spent on a one-for-one basis.

INHERENT

ATTRIBUTES

Attributes are a measurement of the inherent qualities of a character. In ODAM, there are six attributes which are rated from 0 to 10. For humans, a 5 in an attribute is considered to be average. As such, an attribute rated as one would be at the bottom of human possibility while an attribute rated at ten would show the absolute peak of human potential.

For example, a newborn baby would have a Strength of 0, as they are incapable of performing any feat of strength that an average adult human could. On the flip side, an Olympic powerlifter's Strength would be a ten, showing they are capable of feats of strength far beyond that of an average human.

A character's attributes significantly affect how well they utilize any relevant skills. During character creation, every attribute starts at one, and every attribute point spent increases any chosen attribute by one.

- Strength is a measurement of pure physical power and the level of intensity that can be applied to all physical feats. It affects how much a character may carry or lift, and is also factored in unarmed and melee combat.

- Agility measures the flexibility, grace, accuracy, and speed of a character's physical movements. Agility plays a role in physical forms of expression like dancing and in a character's Reaction score.

- Endurance describes how much activity one's body and mind can handle. It is used for the creation and regeneration of Stamina for a character, resisting mental influences, and fighting through pain and exhaustion.

- Intellect accounts for one's capacity for learning, reasoning, and understanding. Intelligence plays a vital role in the use of knowledge-based skills such as Academics.

- Perception is a measurement of one's intuitive recognition of their environment and surrounding situations. It is used to generate the Reaction score for a character, and is an important statistic for searching and ranged weapon use.

- Charm is the measurement of a character's appearance, personal magnetism, and persuasiveness. It plays a heavy role in all social interactions and skill use.

In addition to the 6 basic attributes, there are some attributes that are not assigned a number by the player, but are generated either from existing scores or a preset value. These generated attributes cannot be directly increased during character creation using attribute points, but are affected by your attribute selections.

TRAITS

Traits are specific defining components of a character that are not learned. These details of a character's make-up do not depend on a skill and can range from physical aspects such as having mismatched eye colors, to social characteristics like possessing a Disarming Smile.

Traits may be naturally gained or have a supernatural origin. Each Trait has a cost ranging from zero to five. This cost shows how much of a positive impact specific traits have on a character. Traits that cost zero may have little to no positive impact, or even a negative one. Traits that are defining and have the potential to entirely alter the make-up of a character could cost five points.

CATEGORY	EXCELLENT	GOOD	AVERAGE
INHERENT	34 Attribute Points 6 Trait Points	30 Attribute Points 3 Trait Points	27 Attribute Points 2 Trait Points
LEARNED	40 Skill Points 30 Advanced Skill Points 8 Technique Points	30 Skill Points 20 Advanced Skill Points 5 Technique Points	25 Skill Points 15 Advanced Skill Points 3 Technique Points
MAGIC	+1 Anima Rank 2 Control Points 10 Tradition Points 1 Practice	2 Control Points OR 1 Control Point 5 Tradition Points 1 Practice	1 Control Point
MATERIAL	5 Possession or Artifact Points	3 Possession or Artifact Points	2 Possession or Artifact Points

LEARNED

BASE SKILLS

There are nine Base Skills that cover the wide range of things a character can do. Each of these Base Skills is rated from zero to twenty, and measure a character's understanding of the fundamentals of that Base Skill.

A zero in a Base Skill shows that a character has absolutely no training, experience, or relevant knowledge towards using that Base Skill. A Base Skill of twenty shows complete understanding of all the basic concepts and applications of that Base Skill.

Every Base Skill starts at zero, and is raised by one for each Base Skill point spent during character creation.

The nine Base Skills are :

- Academics: The general level of a character's education or study.
- Athletics: An overall measurement of practice in, and understanding of, athletic endeavors such as competitive sports, gymnastics, and strength training.
- Computers: The ability to effectively use and understand and use computers and related technology. Downloading and installing an app, conducting a thorough internet search, and shooting a video on your phone would all use the Computers Base Skill.
- Creative: A measure of a character's artistic ability as well as their capacity for expression. Painting, stage performance, writing, and similar activities all fall under the Creative Base Skill.
- Fighting: Covers all manner of general unarmed combat, whether punching, kicking, or hitting someone with a bar stool.
- Firearms: Shooting and maintaining modern guns of all types.
- Manual: A measurement of the ability to perform any operation using tools with the hands such as electrical repair, replacing a flat tire, or stitching a wound closed.
- Social: Both the ability to socialize and the understanding of social situations, the Social Base Skill covers all manners of interaction from making pleasant conversation at a business dinner to the fine art of seduction at a local pub.
- Weaponry: Accounts for skill with hand-held weaponry, excluding any form of firearm.

ADVANCED SKILLS

Within each Base Skill, there are specific skills that are more detailed, focused, and showcase more developed knowledge or ability. For purposes of gameplay, these are called Advanced Skills.

Every Advanced Skill is derived from a Base Skill. Functionally, this means one cannot have any points in an Advanced Skill without first having the same number of points in the corresponding Base Skill.

Base skills are combined with Advanced Skills when attempting to use an Advanced Skill, showing how your knowledge and experience with the basic fundamentals still directly applies to the usage of the associated Advanced Skill.

Like Base Skills, Advanced Skills are rated from one to twenty. A zero in an Advanced Skill shows that a character has absolutely no training, experience, or relevant knowledge towards using that Advanced Skill, while having an Advanced Skill of twenty shows total mastery.

During character creation, Advanced Skills can only be raised by using Advanced Skill points granted by your Learned grade. Each point spent increases the chosen Advanced Skill by one point, with no one Advanced Skill having a value greater than its associated Base Skill.

Some example Advanced Skills are: Driving, Seduction, Drawing, Boxing, Two Handed Edged Weapons, Handguns, and Finance.

TECHNIQUES

Techniques represent specific feats or tricks a character is capable of due to their level of proficiency in an appropriate skill.

These specific Techniques can be passive or require active use. Every Technique has a skill requirement and may carry additional requirements such as a specific attribute rating or a specific trait.

Each Technique has a point cost ranging from one to five, and is purchased using the Technique points granted by your Learned grade. Techniques can only be purchased if you meet all of their requirements.

MAGICAL

CONTROL

Control Points gained through the Magical grade are used to directly purchase, on a one-to-one basis, Ranks in a specific Control.

Each individual Control is tied to a specific Dreamscape, and each Rank of Control allows you to choose one Remnant from the same Dreamscape with the same Rank as the Control itself.

No single Control's Rank can be higher than an Anima's Rank, meaning only characters with an Excellent Magical grade may raise a Control to Rank 2 at character creation.

Remnants are specific magics that are used outside a character's Animus.

TRADITIONS

Traditions are the different forms of magic that a character can study. Traditions do not gain their power from dreams, but instead are a collection of long-standing knowledge and beliefs held by different peoples throughout history.

Traditions are rated from one to forty, and each Tradition point granted by your Magical grade allows you to raise that rating by one point. Since Traditions represent a large amount of work and study, only one Tradition may be purchased (and subsequently raised using Tradition points) at character creation.

Traditions are used by learning specific Practices from within that Tradition. Each Practice has a Rank that shows how familiar you must be with a Tradition in order to use it properly. You must have at least one point in a Tradition to learn its Practices. The number of Practices known at character creation is determined by your Magical grade.

At character creation, a new character may choose to learn a Practice of any Rank, but since they will only have a Tradition score of 5 or 10 to use this Practice, choosing either a Rank 1 or 2 Practice is recommended.

MATERIAL

During character creation, the Material grade provides points that can be used in two different ways: for Possessions or for Artifacts.

Since points in Possessions account for amounts of liquid assets and Artifacts are pulled from dreams, a proper understanding and explanation of where exactly the character has received these points may be necessary.

The amount of Possession points could be indicative of a character's general success professionally, or be the by-product of charity or inheritance.

In a similar manner, an Artifact may have been acquired by the character themselves, or they may have been the beneficiary of either dumb luck or an extravagant gift.

Knowing how a character came to their chosen level of both Possessions and Artifacts can help further flesh out their backgrounds.

POSSESSIONS

Possessions are specific things that a character owns. Anything of significant value that is personally possessed by a character or that they have immediate access to is accounted for by their Possession points.

Only belongings of fiscal value, and that are readily able to be sold or converted to currency apply. Things such as living space and regular income are not covered by the Possessions category—they are instead part of a character's history, occupation, and possibly even traits.

Each point of Possessions assigned from the Material category grants a player a specific value summarizing the total amount in currency that all of their possessions would equate to.

Possession Points	Dollar Value
1	$2,000
2	$10,000
3	$25,000
4	$100,000
5	$500,000

ARTIFACTS

Artifacts are physical items that are carried over from a dream into the Waking World. These magical items can have a wide range of significance and power.

Some Artifacts are capable of little more than small tricks, while others may possess extraordinary capabilities—such as granting their possessor the might of an ogre, or the breath of a dragon.

Every Artifact has a Rank, and they are purchased using Artifact points on a one-for-one basis (one point per Rank), using your Material grade.

CHARACTER CREATION EXAMPLE

WAKING WORLD IDENTITY

Steven is going to play in his first Of Dreams and Magic session and must make a character. He has a character sheet, a pencil, and is following along with the steps previously laid out in the character creation process.

CHARACTER CONCEPT

The first task for Steven is to create his Waking World identity. Steven starts by coming up with a concept for his character. He will be playing as Joshua Klein, a widower who throws himself into his work to help ease the pain of his recent loss. Steven decides that Joshua is a 33 year old computer coder whose wife recently died in a car crash, which has lead to him having strange dreams.

Now that Steven knows the basic concept behind his character, he fills out the biographical information on the top of the sheet and continues with the creation process.

CHARACTER CATEGORIES

Steven must now grade his 4 character categories and spend the appropriate points.

Steven decides that Joshua has Good Inherent Statistics, Excellent Learned skills, Average Magic, and Good Material Possessions. Lets look at why Steven chose these grades.

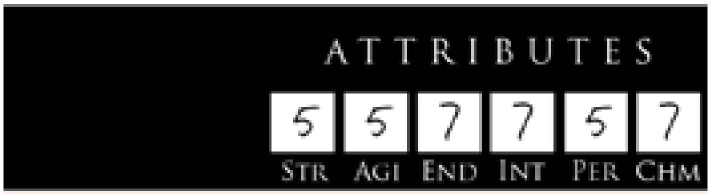
INHERENT

ATTRIBUTES

Since Steven feels Joshua is charming, smart, and in relatively good health, he graded the Inherent category as Good, giving Joshua 30 Attribute Points and 3 Trait Points.

Steven spends 6 points raising Joshua's Charm to a 7, 6 points raising his Intellect to a 7, and 6 points raising his Endurance to a 7. Joshua's Strength, Agility, and Perception are all average, so Steven spends his remaining 12 points to raise each of these statistics to a 5.

He then records his Attributes in the appropriate spot on his character street.



ATTRIBUTES

STR	AGI	END	INT	PER	CHM
5	5	7	7	5	7

TRAITS

Steven then spends his 3 Trait points to buy Tech Wiz, which shows off Joshua's natural affinity for technology and grants him a bonus when using his Computers Base Skill.

He then records these Traits in the available Traits space on his character sheet.

LEARNED

After spending his points and recording his Attributes and Traits on his character sheet, Steven is ready to repeat the process, this time with the Learned category. Since Joshua is a well educated professional, Steven grades the Learned category as Excellent. This grants Joshua 40 Base Skill points, 30 Advanced Skill points, and 8 Technique Points.

BASE SKILLS

Steven knows that he wants Joshua to be very good with technology and have a creative side, but not have any real experience with fighting of any kind. Joshua is well educated, decent with his hands, and generally a sociable guy. Steven spends his 40 Base Skill points with the following result:

Academics 7	Athletics 4	Computers 13
Creative 7	Fighting 1	Firearms 0
Manual 3	Social 5	Weaponry 0

ADVANCED SKILLS

Now Steven has to decide the most appropriate Advanced Skills. He knows that Joshua went to college for computer science, so his first Advanced Skill will be Computer Science, which falls under the Base Skill of Academics.

Since no one Advanced Skill can be higher than its Base Skill, Steven spends 7 of his Advanced Skill points to give Joshua a 7 in Computer Science. Since Joshua hoped to run his own business, he has been taking night classes, giving him a 3 in Finance.

This leaves Steven with 20 more Advanced Skill points to spend.

Steven spends 3 points on the Creative Advanced Skill Drawing, and 2 points on the Social Advanced Skill Public Speaking.

Steven has 15 more Advanced Skill points which he wants to use for Technology Advanced Skills. He discusses choosing C++ as an Advanced Skill with his Dreamweaver, who tells him that that level of specificity will not be necessary for this story.

Were Joshua's knowledge and ability in specific programming languages and the professional advantages they would give him an integral part of the story, C++ would be appropriate.

Since all the players agree that this is not the case, Steven and his Dreamweaver come to the conclusion that Programming would be a more appropriate Advanced Skill.

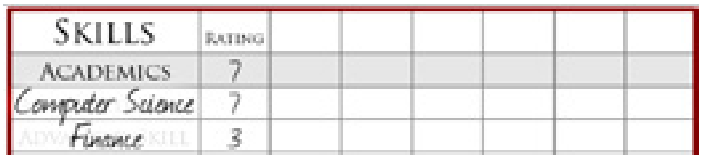
Joshua is a professional programmer, so Steven spends his 10 Advanced Skill points to raise his Computers Advanced Skill Programming to 10.

He spends his last 5 Advanced Skill points to purchase another Computers Advanced Skill: Tech Support.

After spending his Base Skill and Advanced Skill points, Joshua's skills would look like this:

Academics 7 (Computer Science 7, Finance 3)
Athletics 4
Computers 13 (Programming 10, Tech Support 5)
Creative 7 (Drawing 3)
Fighting 1
Firearms 0
Manual 3
Social 5 (Public Speaking 2)
Weaponry 0

To record his skills, Steven first fills in his Base Skill values in the appropriate spots on his character sheet. He then writes in his chosen Advanced Skills, each under their appropriate Base Skill, and puts the Advanced Skill's rating next to it, as below.



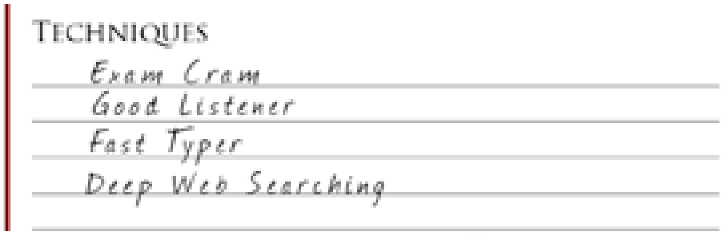
SKILLS	RATING						
ACADEMICS	7						
Computer Science	7						
Finance	3						

To complete the skills section of his character sheet, Steven fills in the rest of his skill rows by adding the skill rating to the Attribute in the appropriate column. Using his Academics as an example, he would first fill in his Base Skill rating (7), then add that number to his Strength (5), and use the result to fill in the Strength slot on the Academics skill row—12. He then repeats this process with Agility, filling in the spot next to Strength on the Academics skill row with another 12 (his Academics skill ratings plus his Agility Attribute). Steven continues this process for all his Base Skills.

Steven then continues the process with his Advanced Skills. The process is the same as with Base Skill, but for an Advanced Skill, Steven adds his Advanced Skill rating to his Base Skill rating and then to the appropriate Attribute. This would make the "Strength" column in the Computer Science row a 19 (Academics Base Skill of 7, Strength Attribute of 5, and Computer Science Advanced Skill of 7.) Steven continues this process until all of the appropriate rows are filled in.

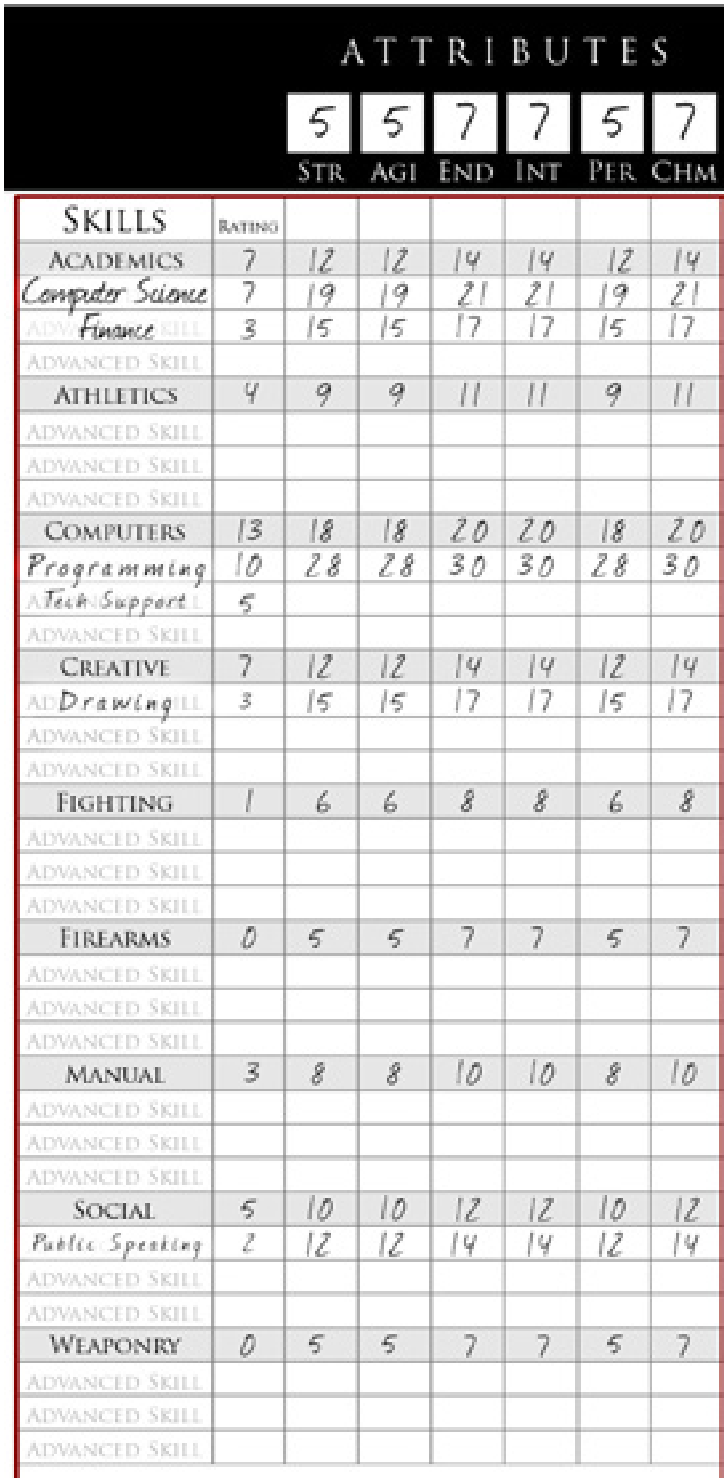
TECHNIQUES

Steven now spends his 8 Technique points on Exam Cram (which costs 2 points), 2 points on Good Listener, 1 on Fast Typer, and 3 on Deep Web Searching. He then records these Techniques in the available Technique space on his character sheet.



TECHNIQUES

Exam Cram
Good Listener
Fast Typer
Deep Web Searching



ATTRIBUTES

STR	AGI	END	INT	PER	CHM
5	5	7	7	5	7

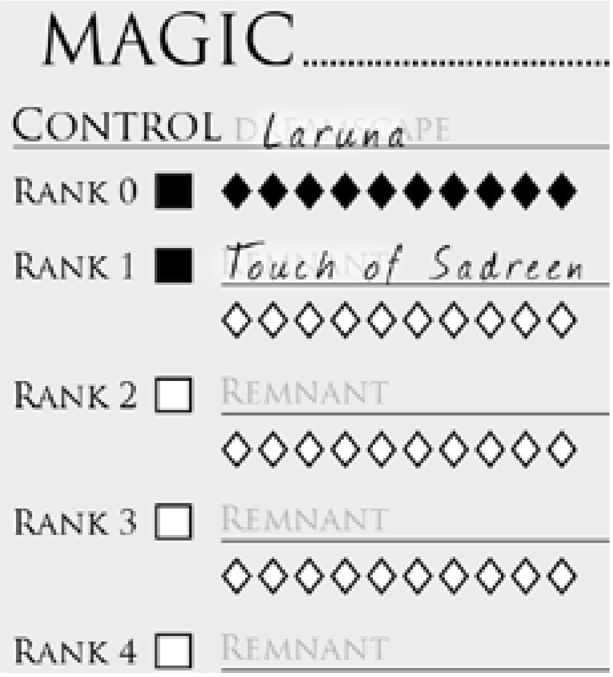
SKILLS	RATING						
ACADEMICS	7	12	12	14	14	12	14
Computer Science	7	19	19	21	21	19	21
Finance	3	15	15	17	17	15	17
ADVANCED SKILL							
ATHLETICS	4	9	9	11	11	9	11
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
COMPUTERS	13	18	18	20	20	18	20
Programming	10	28	28	30	30	28	30
Tech Support	5						
ADVANCED SKILL							
CREATIVE	7	12	12	14	14	12	14
Drawing	3	15	15	17	17	15	17
ADVANCED SKILL							
ADVANCED SKILL							
FIGHTING	1	6	6	8	8	6	8
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
FIREARMS	0	5	5	7	7	5	7
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
MANUAL	3	8	8	10	10	8	10
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
SOCIAL	5	10	10	12	12	10	12
Public Speaking	2	12	12	14	14	12	14
ADVANCED SKILL							
ADVANCED SKILL							
WEAPONRY	0	5	5	7	7	5	7
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							

Steven's character sheet with a completed Skills section.

MAGICAL

Steven then moves on to the Magical category. Since he graded the Magical category as Average, he receives 1 Control Point and zero Traditions.

Steven's group is going to be playing both in the Waking World and in Laruna, and Joshua's Animus comes from Laruna as well, making Laruna the obvious choice for Joshua's Control point. Joshua raises his Laruna Control to Rank 1, and chooses a Rank One Laruna Remnant: Touch of Sadreen.



MAGIC

CONTROL Laruna

RANK 0 ■ ◆◆◆◆◆◆◆◆◆◆

RANK 1 ■ Touch of Sadreen

◇◇◇◇◇◇◇◇◇◇

RANK 2 ☐ REMNANT

◇◇◇◇◇◇◇◇◇◇

RANK 3 ☐ REMNANT

◇◇◇◇◇◇◇◇◇◇

RANK 4 ☐ REMNANT

MATERIAL

Finally, there is the Material category which has been rated as Good, since he has a good job and a passion for technology. Joshua hasn't spent an exorbitant amount of time in any particular Dreamscape to allow him to pull through a high level of Artifacts, so Steven divides his Material points, devoting 2 to Possessions and 1 to Artifacts.

Steven's 2 Possession points grant him $10,000 worth of possessions beyond his living expenses. Steven spends that money to give Joshua two high-end unlocked cell phones, a very powerful notebook computer, multiple gaming systems, and various pieces of surveillance equipment Joshua has installed since his dreams have started taking a turn for the strange.

Steven then decides that his one point in Artifacts will take the form of a Holy Symbol from Laruna that he found in his nightstand the morning after experiencing his Crux.

GENERATED ATTRIBUTES

Steven now uses the Attributes already listed on his sheet to determine his Generated Attributes.

Steven multiples his Endurance by 5 and adds 50, making his Stamina an 85.

Steven adds his Perception and Agility together to calculate his Reaction, which he records as a 10.

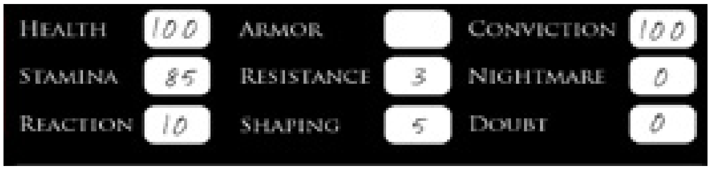
Joshua is a normal human with no Traits that adjust his health, so his health is 100.

Joshua's Holy Symbol Artifact grants him a Resistance of 3, so Steven notes this on his sheet.

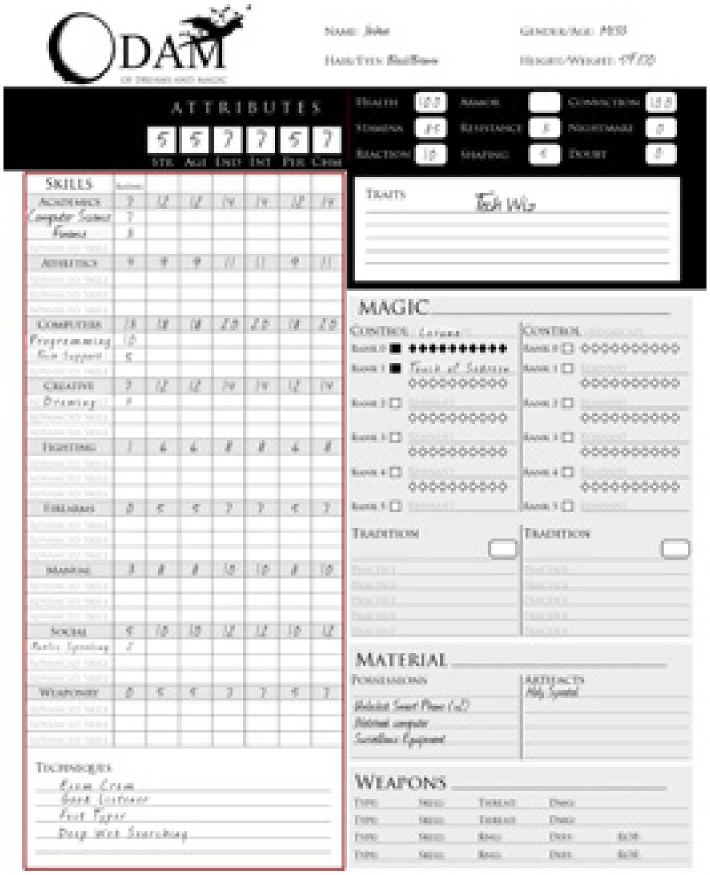
All Anima start at Anima Rank 1, which grants a Shaping score of 5.

Starting Anima begin play with 100 Conviction, 0 Nightmare, and 0 Doubt. Unlike other Generated Attributes, Conviction and Nightmare levels are likely to change from session to session, so it is recommended to record these numbers in pencil, or maintain another method of keeping ongoing track of these scores.

Steven has now completed the Waking World part of character creation.



HEALTH	100	ARMOR		CONVICTION	100
STAMINA	85	RESISTANCE	3	NIGHTMARE	0
REACTION	10	SHAPING	5	DOUBT	0



CREATING THE ANIMUS

After a character's Waking World identity is created, the character's Animus is created. The Animus is a dream-identity that the Anima channels in the Waking World to gain specific bonuses and access to magical abilities. In order to create the Animus, a character's Crux must first be created.

THE CRUX

Just as when creating a Waking World identity, the best place to start when making an Animus is with their concept and history. Since an Animus is not a full-fledged character, they will not have an actual background and history.

Instead, the details of the Crux that they come from and how they fit into that dream serves that same purpose. Another thing to consider is why the created Waking World character would experience this particular Crux. Is there something in their history or personality that would lead them to have a particular Crux or take on a specific Animus? Or is it simple happenstance that even they cannot explain?

ARCHETYPE

The easiest way for Anima to explain the necessary components of a Crux is by assigning it an Archetype. These Archetypes are terms that immediately convey the setting of a Crux.

Every Crux belongs to one of three archetypes—specific concepts that immediately identify the setting in which the dream took place.

The three Archetypes are:

- Astea—Dreams that take place in a fantasy setting
- Exulmus—Dreams that are set in a world like our own.
- Vellora—Dreams of science fiction or possible futures.

THE ANIMUS

When an Anima first defeats the Doubt in their dreams, the identity or role they assumed during the process becomes known as their Animus.

Parts of this Animus, or dreamself, can then be recalled when needed in the Waking World, granting the Anima extraordinary abilities.

Depending on the character, an Animus can be a reflection of a character's values, an idealized version of themselves, or even just a result of watching too many horror movies or reading too many comic books.

CHOOSING AN ANIMUS

The simplest way of assigning an Animus for your character is to choose from the sample Animus listed in the "Sample Animus" section of this book.

These samples offer a basic description of the Animus' concept, preselected Aspects and Abilities, and an example background taken from a specific Dreamscape.

You should remember to consider how this Animus would appear in a Crux and adjust its background accordingly. Every character starts with their Animus at Rank One at character creation.

CREATING AN ANIMUS

If you would prefer to build your own Animus rather than use a pre-generated one, it can be done in a few simple steps.

CHOOSE AN ASPECT

An Animus' Passive Aspect is the defining characteristic that indicates how the Animus physically manifests as well as what passive benefits are gained when it is in use. As an Anima rises in Rank the benefits granted by their Aspect grows stronger, allowing more of their Animus to be brought into the Waking World. This Passive Aspect will serve as the core of your Animus' identity.

CHOOSE ANIMUS ABILITIES

The Animus also has a series of individual Animus Abilities, one selected for each potential Rank an Anima may achieve.

Since your Animus is a chosen identity rather than an evolving one, all five Animus Abilities are chosen when your Animus is created.

OPTIONAL: CHOOSE A DREAMSCAPE

Dreamscapes are persistent dreams that offer specific settings within the three Archetypes. You may want your Animus to come from one of these specific settings to infuse it with a background that incorporates a larger world rather than your character's own personal dream.

CHOOSE YOUR NEMESIS

Your Nemesis starts as the personification of The Doubt in your Crux. Just as an Anima carries their Animus with them and is able to make it real in the Waking World, The Doubt may use this Nemesis as a weapon against you in order to continue the battle.

A Nemesis is a special kind of Reaver that can be spawned when your Nightmare level gets to a certain point, and is a horrific, personalized nightmare with only one purpose: forcing you to lose your battle against The Doubt.

This Nemesis should serve as a foil to your Animus, both within your Crux, and throughout your time in the Waking World.

Starting on page 144 is a list of possible Nemesis that can be chosen. Keep in mind that when choosing a Nemesis, you will want to personalize their appearance and backstory to properly fit your Crux and character.

ANIMUS CREATION EXAMPLE

THE ANIMUS

With Joshua's categories graded, points spent, and new statistics recorded on the sheet, Steven now moves on to creating an Animus for Joshua. Steven thinks that Joshua's Animus should mirror his emotions about the death of his wife in the Waking World.

THE CRUX

Steven decides that Joshua's Crux will tell the tale of a peaceful farmer and his wife in a medieval fantasy town. When the wife is brutally murdered by an evil vampiric entity, the farmer begs the gods for the power to right this wrong.

The gods answer in an unusual fashion, as the spirit of the farmer's wife returns to assist the farmer in gaining revenge. The farmer is also granted magical powers by the gods and becomes a Nightstalker: a hero with a holy mission to hunt down vampires.

In the dramatic conclusion of the Crux, the Nightstalker storms the Blood-drinker's castle and slays him, saving his village and avenging his fallen wife.

Since this Crux takes place in Laruna, an Astean Dreamscape, Steven obviously classifies his Crux as being of the Astea Archetype.

CREATING AN ANIMUS

Steven looks through the sample Animus, but doesn't feel that any of the examples exactly suit his idea. So with the help of his Dreamweaver, Steven decides to create an Animus of his own.

CHOOSE AN ASPECT

Steven refers back to the Animus provided in the book, and sees some things that he feels would fit his concept. The Paranormal Detective is Haunted, which fits in well with Steven's concept, so he decides to use that as his Animus' Passive Aspect.

The Paranormal Detective's abilities do not match what Steven thinks his Nightstalker would use, so he decides to continue searching.

CHOOSE ANIMUS ABILITIES

Steven discovers that when paired with the Ghost Companion Passive Aspect, the Paladin's Animus Abilities help create a more accurate picture of his Animus.

The one exception is the Rank One ability: Inspiring Aura. The Nightstalker is not a leader and hunts by night, so this ability wouldn't quite apply.

Steven checks through the Rank One Ability List and finds an Ability that matches his Nightstalker better: Burn. (Blood-drinkers are known to hate fire, so a well-timed usage of Burn could save the Nightstalker's life.)

With his Crux, Passive Aspect and Animus Abilities chosen, Steven records all of the appropriate Animus information on his sheet. Every Anima starts at Rank One, which Steven also indicates on his sheet.

THE ANIMUS CHARACTER SHEET

Many Passive Aspects provide direct bonuses to a character's Attributes or Skills. In order to keep track of all of these bonuses and how they affect a character, the Animus Character sheet contains a second Attributes & Skills section.

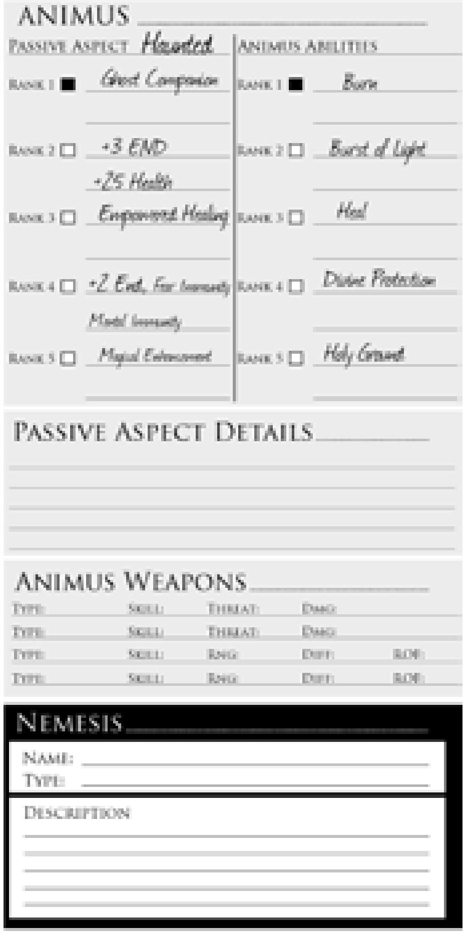
When recording your Animus information, it is recommended that you use this section to re-record your Attributes and Skills with the applicable bonuses already added in so you can quickly reference your final Ability Scores.

For Example, Steven's character Joshua normally has an Endurance of 7. At Rank Two, his Animus' Passive Aspect would provide him an additional +3 Endurance.

By recording his Endurance as a 10 on his Animus Character sheet (and leaving it as a 7 on his Waking World sheet) Steven will easily be able to update the skills on his Animus Sheet, so he will always know exactly what numbers are appropriate to use while his Animus is being channeled.

The Animus Character sheet also provides additional space to record any features specific to that Animus, such as summoned weapons or companions.

Finally, the Animus Character sheet has a space to record the character's Nemesis information, including their name, type, and description.



ANIMUS

Passive Aspect Haunted		Animus Abilities	
Rank 1 ■	Ghost Companion	Rank 1 ■	Burn
Rank 2 ☐	+3 END +25 Health	Rank 2 ☐	Burst of Light
Rank 3 ☐	Empowered Healing	Rank 3 ☐	Heal
Rank 4 ☐	+2 End, Fear Immunity Mental Immunity	Rank 4 ☐	Divine Protection
Rank 5 ☐	Magical Enhancement	Rank 5 ☐	Holy Ground

PASSIVE ASPECT DETAILS

ANIMUS WEAPONS

Type: Skill: Threat: Dmg:
Type: Skill: Threat: Dmg:
Type: Skill: Rng: Diff: ROF:
Type: Skill: Rng: Diff: ROF:

NEMESIS

Name:
Type:

Description

CHARACTER CREATION OVERVIEW

- Step One: Choose a Character Concept

- Step Two: Grade Categories (One Excellent, Two Good, One Average)

- Step Three: Spend Points as per assigned grade:

    » Inherent: **Excellent** (34 Attribute Points & 6 Trait Points), **Good** (30 Attribute Points & 3 Trait Points), **Average** (27 Attribute Points & 2 Trait Points)

    » Learned: **Excellent** (40 Skill Points, 30 Advanced Skill Points & 8 Technique Points), **Good** (30 Skill Points, 20 Advanced skill points & 5 Technique Points), **Average** (25 Skill Points, 15 Advanced Skill Points & 3 Technique Points)

    » Magical: **Excellent** (+1 Anima Rank, 2 Control Points, 10 Tradition Points, 1 Practice), **Good** (2 Control Points OR 1 Control Point, 5 Tradition Points, 1 Practice) , **Average** (1 Control Points)

    » Material: **Excellent** (5 Possession or Artifact Points), **Good** (3 Possession or Artifact Points), **Average** (2 Possession or Artifact Points)

- Step Four: Choose/Create Animus
    » Create Crux (Choose Archetype)
    » Choose Aspect
    » Choose Abilities
    » Optional: Choose Dreamscape

- Step Five: Choose Nemesis

- Step Six: Finishing Touches
    » Stamina: Endurance x 5 + 50
    » Health: 100
    » Reaction: Perception + Agility
    » Conviction: 100
    » Nightmare: 0
    » Doubt: 0
    » Armor: 0
    » Resistance: 0
    » Rank: 1
    » Shaping: 5

The car crawled to a stop at the corner of a poorly lit street. John put the car in park, turned off the ignition before looking over at Archie.

"Well now that we're here on the corner of slum and nowhere, mind telling me how this is supposed to help us get Mr. Black?"

"Listen Archie, I'm taking you to meet someone."

Exiting the car, the two men fell in lockstep as John began crossing the street.

"Well I hope he knows where Mr. Black is because I'm itching to punch that bastard in the face."

"First, it's a she. Second, Mr. Black is dangerous and Melisandra may help bring him in without any real threat."

"Christ John, she better be gorgeous and single to be wasting our time-"

"Woah Archie, lets get something straight. You wanted my help and you're getting it. The agreement was you'd follow my instructions or I keep my initial payment and walk."

"Ok, ok relax. What's the big deal?"

"Melisandra is gorgeous and single, but under absolutely no circumstance, are you to take the Lord's name in vain in front of her."

"What?"

"Don't curse in her presence."

"Are you seriously warning me not to curse in front of a good looking lady? You really are weird McCallister."

"Besides it being in poor taste, Melisandra isn't a lady, she's an angel."

"You mean like, sent from heaven, messenger of god type angel?"

"That all depends what you believe."

"And what the hell is that supposed to mean?"

"I know you're still new to all this, so let me answer all the things you're inevitably going to ask me, then we can go meet her. Is she an angel in the literal agent of the divine sense? I have no idea. Ask three different Anima and you're likely to get three different answers, and I suspect the truth is more a matter of what you believe than anything else."

"John, I'm not sure I follow you."

"One guy at the DCMA once told me all the crazy things in this world are nothing more than fragments of dreams that carried over and the Doubt couldn't suppress. Another associate explained that she believed these dreams may be realities that we are actually connecting to and stealing things from. So I pose this to you: if she is an angel, the better question may be, is she a figment of a pious man's dream or has she quite literally come from a place we call heaven and only now do we see her because we are free of the Doubt?"

"Are you asking me? I have no idea. Guess it doesn't matter too much as long as she does what we need."

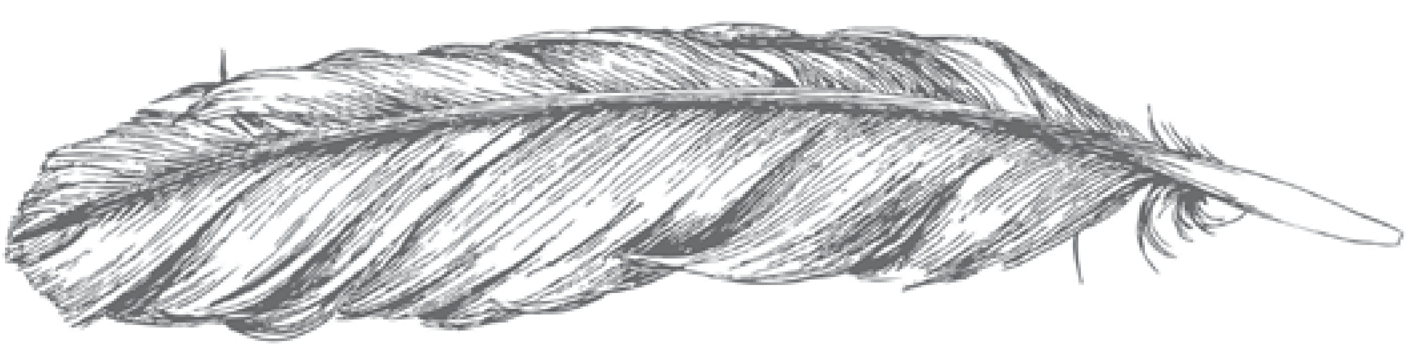
"That's always been my conclusion. So again, don't take the lord's name in vain—it's one of her odd pet peeves. Oh, and try not oogle her too much. She can rarely resist making people swoon, especially when they need something from her."

"John I'm not a child, give me some credit. I won't curse, and I won't just stare at her like some damn fool."

As the two men rounded the corner into a back alley, Archie's eyes went wide the moment Melisandra came into view.

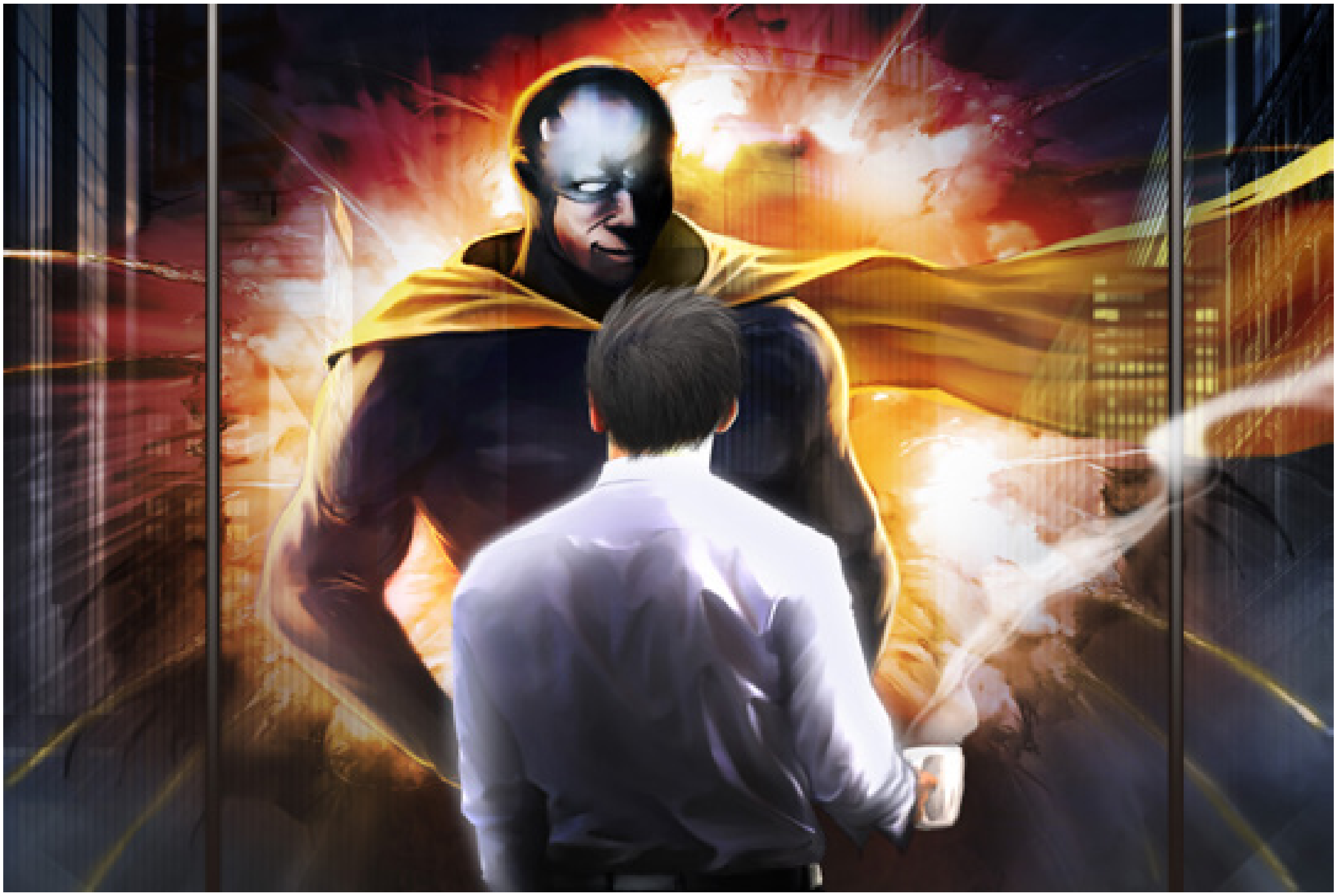
"Jesus Chr-"

John's hand clamped down hard over Archie's mouth. Smirking, he whispered in Archie's ear, "You were saying?"



CHAPTER THREE

WHAT DREAMS ARE MADE OF



ATTRIBUTES

Every person has certain innate qualities that make them who they are. While some of these qualities are unique to individuals, some of them are universally held. Attributes are innate qualities that can be said to be possessed by everyone in some form or another.

Since everyone showcases these innate qualities in different amounts, Attributes are rated from zero to ten. While in reality, many attributes cannot actually be measured using numbers, these ratings are used as a source of comparison between characters, with a rating of 5 being baseline for an average human. While you may not be able to quantify how many mathematical equations, or digits of pi a character with an Intellect of 6 knows, you can know that he's slightly smarter than average, significantly smarter than someone with an Intellect of three, and less intelligent than someone with an Intellect of nine. An Attribute rated as zero is usually a special case that shows that a character completely lacks a measurable ability to use that Attribute—a person who is completely physically paralyzed would have an Agility of zero, while someone in a coma would have a functional Intellect of zero.

Attribute ratings are used in ODAM in two ways. First, to measure someone's capacity with that Attribute when performing a task that requires no specific skill or training. For example, you need to know how good a character's Endurance is if they are asked to do as many crunches as possible in a minute.

Secondly, Attributes are used in conjunction with skills to determine how good someone is at performing a specific action. Nothing a person does is strictly a matter of study, training, or practice. The ability to throw a swift kick or close a business deal doesn't rely solely on your knowledge of karate or salesmanship, but also your level of Agility or Charm.

Of course, the ability to do something is not always tied to just one Attribute. Take an interrogation scene: one police officer (playing the "good cop") may use their knowledge of interrogation tactics along with their Charm in order to talk a suspect into giving a confession. They lend an understanding ear, occasionally confuse the suspect with some double talk, and ask leading questions to coax out what they want to hear.

Meanwhile, the "bad cop" may use their same knowledge of interrogation with their Strength, shoving the suspect into the chair just hard enough to intimidate them, loudly banging on the table to disrupt their train of thought, and slapping on a pair of handcuffs in a strong manner.

In this example, the two characters could have the same amount of training and skill in interrogation, but their Attributes made all the difference in how that training was used.

There are six basic Attributes that all characters in Of Dreams and Magic share.

STRENGTH

"Tiny, get up! The ceiling is coming down, we have to get out of here!" John yelled.

Still in a daze, Tiny effortlessly shoved away the wooden beam that had pinned him to the ground. As smoke and flame began to fill most of the room, the ogre trudged to his feet, slowly regaining his senses.

"Charge that door! Now!"

Lowering his shoulder, Tiny barged toward the only exit. With a loud crash, he burst through the locked door, tearing it away from the hinges like an unstoppable force.

They quickly sprinted for the exit, narrowly avoiding a terrible fate. Once outside, John looked back at the collapsing office building, panting heavily. With a weak smirk, he glanced at Tiny.

"Sometimes brawn is greater than brains, eh big guy?"

Strength is a measurement of a person's ability to exert force using their body. How much a character can lift and carry, their physical muscle size, and how much damage they do when hitting someone are all determined by their Strength.

Strength can be used on its own when attempting actions like moving something heavy or breaking down a door.

Strength most commonly affects Fighting and Weaponry skills, but can be used whenever the application of bodily force is relevant. Having a high Strength allows a character to better use certain weapons and make their physical blows more punishing.

The average man (having a Strength of 5) can lift about 45 kg over his head, while a person with a 10 Strength could lift about 250 kg.

Strength 1: Terrible; Toddler
Strength 2: Poor; Young child
Strength 3: Weak; Sickly adult
Strength 4: Below average; Sedentary individual
Strength 5: Average male (Can lift 45kg overhead)
Strength 6: Above average; manual laborer
Strength 7: Exceptional; weightlifter
Strength 8: Outstanding; professional wrestler
Strength 9: Outrageous; Elite Powerlifter
Strength 10: Maximum human limit. Strongman or Olympic Weightlifter (Can lift 180kg overhead)
Strength 11+: Superhuman; Can cave in skulls with a punch; Can bend metal pipes
Strength 25+: Legendary; Can throw cars, trucks
Strength 50+: God-like; Can stop an oncoming train

LIFTING

A common function of Strength is being able to lift or carry objects of varied weight. Lifting an object is typically an untested action that is dependent purely on a characters' Strength rating. The following is a guideline to help determine what a specific Strength rating enables a character to lift overhead.

STR	Can lift
1	10kg
2	15kg
3	20kg
4	30kg
5	45kg
6	60kg
7	70kg
8	108kg
9	144kg
10	180kg

AGILITY

Cheveyo knew it was only a matter of time before his pursuers rained down arrows on him from their perch at the top of the ravine.

Hastily freeing his shaman totem from his bag, he whispered kind words to the spirits of the wind, pleading with them to lend their swiftness to his body.

By the time the arrows came whistling down at him, Cheveyo was expertly lurching out of their way, moving with impossible speed.

Agility measures quickness, hand-eye coordination and flexibility. How capable a person is at manipulating their body and how quickly they can move are both aspects of Agility.

Agility can be used without a skill to rush past a closing door, squeeze yourself into a tight hiding spot, or quickly snatch up a fleeing cat.

Skills where the quickness or flexibility of the user is important—being able to punch a moving target, maintaining proper form in a yoga pose, or quick-drawing a firearm would all be tested with Agility.

Agility is also an important component of Reaction, which measures how quickly a person can react to outside forces.

ATTRIBUTE RATINGS GREATER THAN TEN

At times during a story, a player or NPC might find themselves with an Attribute Rating higher than 10. As a human, this could be achieved through abilities or other supernatural means.

You may also find mystical creatures or Reavers that have Attribute Ratings greater than 10.

Attributes of this scale cannot be represented in human terms, and so we give a general idea of what can be accomplished with such power.

Agility 1: Terrible; You regularly trip over your own feet
Agility 2: Poor; Extremely awkward
Agility 3: Weak; Clumsy
Agility 4: Below average; Uncoordinated
Agility 5: Average
Agility 6: Above average; Sprinter
Agility 7: Exceptional; Martial Artist
Agility 8: Outstanding; Professional Dancer
Agility 9: Outrageous; Acrobat
Agility 10: Maximum human limit. Olympic Gymnast
Agility 11+: Superhuman; Impossibly fast reflexes and unfailing balance
Agility 25+: Legendary; You can keep pace with a truck; You can contort your body in impossible ways
Agility 50+: God-like; Movements are blurred to mortal eyes; Can dodge bullets

ENDURANCE

"Just keep running Billy!"

"I'm trying," Billy wheezed.

Smiling, Jerry slowed down a bit to let Billy catch up. "Let's go kid, I don't have enough bullets for that thing."

"I. . .can't . . .keep. . ."

"Good God kid, we're gonna have to get you away from your books and into a gym. I'm not getting eaten by some Reaver because you're too lazy to run for your own life."

Endurance measures the ability to remain active over a period of time either mentally or physically. How much activity a person can maintain before giving in to fatigue and how long they can concentrate on a specific exhausting task are all limited by Endurance.

When running or swimming long distances, keeping yourself awake, or regaining your composure after a long burst of intense activity, Endurance can be used unskilled.

Sometimes the ability to not tire out is the most important factor when using a skill. Drilling on a heavy bag or spending long hours writing a paper before your deadline would cause Endurance to be used for an Ability Test (AT).

Endurance is also used to determine Stamina. While Endurance is a general measurement of a person's resistance against fatigue, Stamina acts as their "gas tank," more directly measuring exactly how long it takes for them to become completely exhausted. Exhaustion can cause a multitude of effects, from being so tired you are unable to think, unintentionally fading off to sleep, or even passing out.

Endurance 1: Terrible; Easily exhausted; Bedridden
Endurance 2: Poor; In poor health; Bruise easily
Endurance 3: Weak; You get winded very quickly
Endurance 4: Below average; Sedentary individual
Endurance 5: Average
Endurance 6: Above average; Frequent gym-goer
Endurance 7: Exceptional; Amateur athlete
Endurance 8: Outstanding; Professional Fighter
Endurance 9: Outrageous; Elite professional athlete
Endurance 10: Maximum human limit; Marathon runner
Endurance 11+: Superhuman; Rarely winded; Exceptional constitution
Endurance 25+: Legendary; You can perform for days on end without rest
Endurance 50+: God-like; A boundless reserve of energy; An endlessly persistent will

INTELLECT

Trevor moved his knight forward, taking a pawn without hesitation. Malcolm raised an eyebrow and smiled.

"You know Trevor, sending your knights out so early leaves them vulnerable to the pawns. You may want to think twice about putting them at such risk."

"Oh my knights are quite capable. And unlike this game, I have more than two watching my back."

"I'm sure you do. However, if last night's incident at the warehouse is any indication, your knights are less reliable than you are led to believe. Throw enough pawns in the way, and even a skilled piece can be taken…"

Malcolm moved one of his pawns forward, capturing the recently moved knight.

"True, but when the pawns move, openings to the king are revealed."

"That may be, but tell me Trevor, when the other knights learn how disposable they are to their king, how willing will they be to march into battle then?"

"I guess we'll find out soon enough won't we?"

A measure of how smart a person is, Intellect accounts for a person's capacity for logical thought, memory, and abstract thinking. Being able to think on your feet, solve problems and puzzles, and easily understand new information are all a part of a character's Intellect .

Intellect is sometimes tested without a skill when trying to remember basic pieces of trivia or information, or coming to a generically logical conclusion about a situation using the information that is given.

When how much a person knows about a subject is the dominating factor in success or failure, Intellect is the best choice to be used with that skill. Being able to recall a part of the penal code, being able to diagnose a sickness or playing a game of chess would all involve using Intellect.

Intellect 1: Terrible; Barely capable of memorization or application of logic

Intellect 2: Poor; Mental handicap
Intellect 3: Weak; Dullard
Intellect 4: Below average; Takes extra time to grasp most concepts
Intellect 5: Average
Intellect 6: Above average; Fast learner
Intellect 7: Exceptional; Unusually Cunning
Intellect 8: Outstanding; Extremely bright
Intellect 9: Outrageous; Absolutely brilliant
Intellect 10: Maximum human limit; Undeniable Genius
Intelligence 11+: Superhuman; Others can only guess what you will come up with next
Intelligence 25+: Legendary; Capable of wide scale strategy and normally incomprehensible planning
Intelligence 50+: God-like; A seemingly near-omniscient level of intelligence

PERCEPTION

"Watch it!"

Greg reached his arm across Nicks' chest, halting his movement.

"You almost got hit by that car. You really need to get off that phone and pay more attention to your surroundings. I'm not always gonna be around to keep an eye out for you, you know," Greg said plainly.

"Yeah, yeah. But if I didn't spend so much time on this phone, I wouldn't be so well-informed!"

"Fair enough, but I'd rather be alive and missing the latest tweet, than dead and 'well-informed'. Just do me this favor: when we're crossing the street, keep your eyes forward."

Perception is the ability to identify outside stimulus, either mentally through understanding, or in the literal form of sight. The ability to pick up on visual cues both explicit and subtle is measured through a person's Perception.

Perception can be tested on its own to tell the difference between two photos, notice a person's body language, or line up and fire a shot.

Skills where either noticing details or following movement, such as shooting a gun or searching a room for clues, most often use Perception.

Perception is also combined with Agility to determine a person's Reaction, which measures how quickly a person can react to outside forces. While Agility accounts for the physical speed of movement when reacting, Perception allows the person to actually determine what they are reacting to and the most appropriate response.

Perception 1: Terrible; Nearly blind to everything happening around you
Perception 2: Poor; Extremely short-sighted
Perception 3: Weak; You have trouble with most details, and sometimes the big picture
Perception 4: Below average; You miss the little things
Perception 5: Average
Perception 6: Above average; Photographer
Perception 7: Exceptional; Detective
Perception 8: Outstanding; Very observant; Secret Service
Perception 9: Outrageous; Elite Sniper/Marksman
Perception 10: Maximum human limit; World-class assassin
Perception 11+: Superhuman; Your senses are honed to notice things that humans can't
Perception 25+: Legendary; Capable of tremendous feats, such as picking out a face from a mob of people at a vast distance
Perception 50+: God-like; All things are clear to you; Only another with such power could hide their intentions from you.

CHARM

"I have no idea how he does it. All I did was try to talk to a girl at the bar, gave her a compliment and she shut me down. Then Jerry comes over, spills his damn drink on her, and she ends up giving him her number!"

"He can be infuriating. When he starts running that mouth of his it's hard to deny him. Even when I want to strangle him I can't help but smile sometimes."

"So I guess I shouldn't copy his drink spilling tactic huh?"

"Not unless you want to get slapped."

"Unbelievable. He gets phone numbers and I get face slaps."

Physical attractiveness, individual charisma, the sound of a character's voice, and their innate social prowess are all measured by Charm.

Trying to quickly talk someone out of something or just making a good first impression would make use of unskilled Charm.

When using a Skill where relating information to another person or trying to accomplish something in a social setting, Charm would often be the most appropriate Attribute to apply to skill use.

Charm 1: Terrible; Hideous; No one likes you
Charm 2: Poor; Very ugly; You alienate others
Charm 3: Weak; Ugly; You are very awkward in social situations
Charm 4: Below average; Plain; It's difficult for you to mingle
Charm 5: Average
Charm 6: Above average; A good looking individual; chatting comes easy
Charm 7: Exceptional; Beautiful; The life of the party
Charm 8: Outstanding; Gorgeous; Naturally gifted conman
Charm 9: Outrageous; Stunningly attractive; Everyone wants to hear what you have to say
Charm 10: Maximum human limit; A physical specimen; Others naturally flock to you
Charm 11+: Superhuman; With but a few words you command the crowds; Your appearance leaves others speechless
Charm 25+: Legendary; With a glance, those around you rush to do your bidding
Charm 50+: God-like; Your image is the stuff of myth and you sway the hearts and minds of all mortals

TRAITS

Listed below are some sample Traits and their associated Trait Point costs. Traits are organized by Physical, Social, Mental, and Supernatural.

PHYSICAL

(0) BLIND

Completely unable to see by birth, sickness, or accident. Receives a -5 penalty to reaction unless the Dreamweaver determines that vision makes no difference. Use of Ranged weapons and other skills depending on sight will also be considered near impossible without some alternative assistance.

(0) COSMETIC ODDITY

Can range from a simple abnormality such as having two different colored eyes to something massive, such as being an Albino.

(0) DEAF

Completely unable to hear by birth, sickness or accident. Receives a -3 penalty to Reaction unless the Dreamweaver determines that audible sound makes no difference.

(0) NERVOUS TICK

When nervous or under duress, you often perform a simple, odd physical behavior. This tick could be cracking your knuckles, licking your lips, or stuttering when speaking.

Any social AT made to bluff or lie is more difficult, incurring a -2 penalty.

(1) PERFECT PITCH

Your ear is naturally attuned to accurately identify musical notes, beeps, buzzes, chords, and tones without musical reference.

(1) HEIGHTENED SENSES

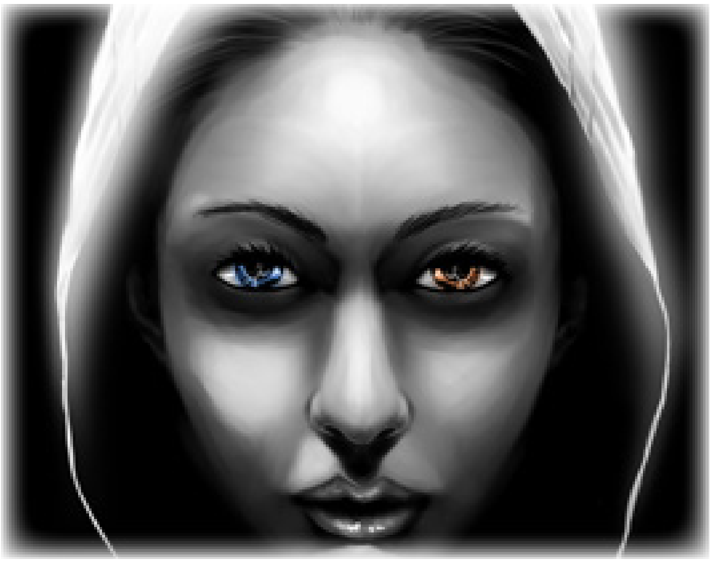
One of your senses is enhanced beyond what is reasonably expected of a human. Your vision may be 20/10 or your olfactory sense may allow them to track a scent in the open air; whatever it may be, you receive a +1 to Perception ATs related to the chosen sense.

(1) HAWKEYE

You possess exceptional vision, particularly at great distance. Any AT to make a ranged attack at long range receives a +2 bonus.

(2) DEEP RESERVES

Born with the heart of a runner, you have a seemingly endless reserve of gusto. +10 maximum stamina.



(2) FREAKISH STRENGTH

You have an unusual strength that is not a result of hours in the gym or performance enhancing drugs. This strength is evident during a firm handshake, lifting heavy objects, pushing/pulling, or grappling with an opponent. Grants +2 to any ATs related to grappling, lifting, or pushing and pulling.

(2) OPERATIC VOICE

You can project your singing voice from high to low C as loudly as the most well trained opera singer. Any AT taken where your vocal range is significant receives a +3 bonus.

(3) VIRTUOSO

You are exceptionally proficient with a number of instruments, equal to half of your INT Attribute score. This includes performance with the chosen instrument, sight-reading, and composition. Grants a +5 bonus to any AT using the related Advanced Skill for the chosen instruments.

(3) SECOND WIND

All of those wind sprints and burpees paid off. You are in peak physical condition. If any physically strenuous activity endures for 5 consecutive phases, at the start of the 6th phase you immediately regenerate 20 stamina.

(3) SUPERIOR GENETICS

Grants +1 to any attribute.

(3) SOMETHING ABOUT THAT VOICE

You can soothe, threaten, or lure all with the sound of your voice. Whether your voice has a sultry, smoky tone or a cute, high-pitched squeak, there's just something about it people can't resist. Any social AT taken against a target who has listened to you speak for at least one phase gains a +4 bonus.

(4) GREAT CHIN

Some people were just made to take a punch, and you are one of them. Any attempt at a Chance Test (CT) that can result in being knocked unconscious receives -10%.

(4) HEAVY HANDED

With knuckles as hard as stone, you can throw hands like sledgehammers, increasing damage done by unarmed attacks by +3

(5) SLICK MITTS

You have an almost unnatural ability to grab, catch, or recover fallen or thrown items before they hit the ground. You receive a +10 to Athletic ATs when stretching out for an otherwise impossible catch.

MENTAL

(0) PHOBIA

You have a terrible, irrational fear of a chosen subject, causing you to completely panic whenever exposed to the Phobia. You suffer a -3 penalty to any AT that is not associated with directly fleeing or avoiding the subject of Phobia.

(0) EVERYTHING IN ITS RIGHT PLACE

OCD, neat freak, anal retentive; call it what you will, but you have a need to make sure everything is just so. The compulsion can be as simple as making sure edges line up perfectly in your home or as serious as taking hard-core germaphobic precautions.

(1) SPATIAL AWARENESS

Never one to get lost, you have exceptional direction sense and are always able to retrace your steps.

(1) MIND GAMES

Logic problems make inherent sense to you. You gain +2 to any ATs taken related to solving a riddle or puzzle.

(2) NUMBERS GUY

Math always came easy and numbers just seem to make sense in your mind. Any AT that can stand to benefit from excellent math or computation skills receives a +2 bonus. Additionally, they are automatically awarded 1 CAP to be spent on any duration adjustments that would affect this AT.

(2) TECH HEAD

You get it. You understand how the gears lock into place, how cheap furniture is assembled, or how the combustion engine functions.

Grants a +2 to the Manual skill.

(3) WELL SPOKEN

You are well versed in a number of additional languages equal to half of your INT Attribute score (rounded down). This includes fluent speaking and reading/writing of the chosen (Waking World) languages. Languages heard or remembered from dreams do not apply.

(3) OBSESSION

You are obsessed with something so deeply that when an opportunity presents itself to delve into the obsession you gain a +2 bonus to all related Endurance ATs that may normally force you to stop the activity.

(4) NERVES OF STEEL

Whether it's an iron backbone, or you are just too stupid to be frightened, you aren't the sort to turn and run, no matter what you're facing. You may spend 10 Stamina to immediately break a fear effect. Additionally, all attempts to cause fear or panic receive a -5 penalty.

(4) A STEP AHEAD

You can quickly assess a situation and act more quickly than others. Gain a +2 to Reaction rolls, unless you are surprised.

(5) DRIVEN

Nothing can stop you from reaching your goals. When actively pursuing any professional objective, you may spend one Conviction to reroll an AT. The new result must be kept.

(5) PHOTOGRAPHIC MEMORY

You may flawlessly recall any detail regarding anything you have seen, even if such a detail was not initially noticed as relevant.

SOCIAL

(0) THE EVERYMAN

You are a generic, every day Joe, making blending into a crowd fairly simple. However, wooing people and putting on a show does not come easy. Gain +2 to all Stealth related ATs when blending in a crowd, but receive -2 to all Social ATs.

(0) SOCIOPATH

You lack basic social etiquette and understanding to the point where you may be a danger to others. You are impulsive, lack remorse, and often hold a disregard for the safety of yourself or others.

(1) MOOD SENSE

A perpetual people watcher, you have a keen attunement to the gestures and body language of others. Gain +1 to ATs when attempting to read the mood of another.

(*) FAME

You have achieved a certain level of fame beyond the norm. This could range from a town's local hero (1pt) to an international celebrity (5pts). The implications of this fame are both varied and far reaching, but generally any social AT where your fame may be construed as a benefit will impart a bonus equal to double the points spent in Fame. Conversely, for ATs where Fame can be problematic, such as a mega star trying to pass for a stranger, Fame creates a penalty equal to double the points spent in the trait.

(2) SILVER TONGUE

You are capable of a perfectly placed witty remark, a well timed joke, or a slick lie. The silver tongue can be all you need to work your way out of a jam or into a guest-list only event. Gain +2 to Social ATs when making an effort to smooth talk a target.

(2) CENTER OF ATTENTION

When you enter a room, everyone takes notice. Gain +2 to all Leadership, Seduction, and Public Speaking ATs but a -3 to any attempt to go unnoticed.

(4) DISARMING SMILE

You possess a mega-watt smile that melts even the hardest hearts, leading people to trust a bit easier. All rolls made to persuade people in a charming manner receive +4, provided the smile can be seen.

(4) AIR OF CONFIDENCE

You are awesome and everyone around you knows it. Whenever you are attempting to sway people to your idea or way of thinking, gain a +4 bonus to Charm based ATs.

(5) POWERFUL PRESENCE

People naturally gravitate towards you and tend to perceive you as a person of significance, even if there is no reason to believe it. Any social AT made to convince a target of your high stature gains a +5 bonus. This bonus may also apply to any social AT when being someone important may be a benefit. In addition, any CT taken to determine if you are noticed or stand out amongst a crowd gains (+25%)

SUPERNATURAL

(0) CREEPY

You have an unnatural presence about you. You seem standoffish or as if you are staring a bit too hard. Attracting the opposite sex is a challenge and people may have a hard time trusting you.

(0) PARANOID

Someone or something is after you. You're not quite certain, but you don't believe it is from this world. You always look over your shoulder. You're sure it's out there. It's coming.

(0) PLAGUED BY NIGHTMARES

Whether awake or dreaming, a persistent nightmare haunts your every thought. At the Dreamweavers' discretion, raise your Nightmare score by 10 points after any amount of sleep. Plagued by Nightmares may only increase Nightmare once each story.

(1) SKIN DEEP

Your skin takes on a slight unnatural hue, be it a demonic tint of red or a sickly green.

(*) SOMEONE UP THERE LIKES YOU

It always seems as something out there seeks to protect you. You are granted +1 Armor per point invested in this trait.

(*) SUPERNATURAL MENTOR

You have the luxury of having a close relationship with someone who is knowledgeable in certain supernatural matters. This mentor is willing to confer their wisdom on any of their areas of expertise, by either answering questions in a time of need, or passing down knowledge of new practices.

(2) FIERCE EYES

Like a nocturnal beast, your eyes may glow or shine in the darkness. This trait grants the ability to see as normal in low light situations and the intensity of the glow can vary from dim to radiant

(3) MAGIC AFFINITY

The precision, preparation, and discipline required to perform a Tradition's Practices comes naturally to you. You receive +2 to any Tradition AT when attempting to use a Practice.

(4) TRUE BELIEVER

Born with a gleam in your eyes, you have always known, in every fiber of your being that magic is real. Being set free of the Doubt has changed your wholehearted belief to full blown zeal. You receive +1 to all Shaping ATs.

(4) VOICE OF MANY

Your vocal chords take on an unnatural structure allowing them to produce overlapping sound emanations. This allows you to overlap your voice with your own voice, possibly using different pitches or even saying different things. Because of this strange effect, any tradition's practice that utilizes vocal components, such as chanting, can be performed with astounding efficiency. This trait grants +5 to any Practice's AT as long as vocal components are a primary part of the using of the Practice.

(5) TELEPATHY

You are able to communicate with any willing target via telepathy. This process is as easy and effortless as normal speech and is limited by line of sight.

(5) ZEALOT

You relish in other's victory over the Doubt, allowing you to strengthen your Conviction whenever someone else does. Any time someone is awarded Conviction in your line of sight, you are immediately awarded 3 Conviction as well. This may not be triggered more than once each day by any single target.

SKILLS

Skills are learned abilities that allow a character to do or know something. They can be learned in various ways, whether studied, trained, taught, or practiced. Skills are rated from one to twenty, and are broken down into two types: Base Skills and Advanced Skills.

Base Skills cover a broad spectrum of the elements of being able to perform a skill.

Advanced Skills are specific areas of knowledge or ability that extend directly from Base Skills.

Base Skills have two functions. First and foremost, they act as a requirement (or base) for an Advanced Skill. A character cannot have more points in any Advanced Skill than they have in their Base Skill—you cannot know more about the specifics of a skill than you do about its basics.

Secondly, your level of ability in a Base Skill is applied when using an Advanced Skill. Your training in Fighting is not suddenly lost, forgotten, or inapplicable when using or learning Jiu Jitsu.

Below are the nine Base Skills along with some sample Advanced Skills. Each skill also lists commonly available CAP Adjustments and a simple guide showing what level of ability that skill's rating might translate to.

ACADEMICS

"Ladies and gentlemen, I'd like to introduce you to Doctor Tillman Scott. Doctor Scott has degrees in African Studies, meteorology, and a whole host of other stuff. Oh, and he is a doctor of practical theology. In plain speak, he's a real renaissance man who knows more or less everything. So if you have a question that nobody knows the answer to, chances are Doctor Scott does. That sound about right, Tillman?"

Tillman chuckled.

"I assure you all, Mr. Masters speaks too highly of me. It is true however, that I have been fortunate enough to earn a robust education with my time in the DCMA. You can always feel free to reach out to me at any time, and I will help if I can. Oh, and just Tillman will do. No need to call me doctor."

Academics covers any topic, general or specific, that is primarily taught and learned through direct schooling or study. When used as a Base Skill, Academics accounts for basic level of knowledge in common areas of study—the user's native language, mathematics, history, and the basics of political and philosophical thought.

The Base Skill can be used as an estimate of a character's level of education. This is not necessarily a one-to-one correlation; someone who has only graduated high school could have done enough independent study on their own to obtain a ten in Academics.

The Academics Base Skill is most commonly used to test a character's knowledge of a subject or having them apply that knowledge. Taking an exam, remembering the 29th President of the United States, performing basic research, or being able to recognize a foreign language (if not being able to understand it) are all possible uses of Academics.

Intelligence is the Attribute most commonly used in conjunction with Academics, but Charm can also be applied if a character's academic knowledge is being presented socially, or helping them with a social situation.

Academics 1-5: High school diploma
Academics 6-10: College graduate
Academics 11-15: Grad School/Masters/Doctorate
Academics 16-20: Multiple post-graduate degrees

THE SPECIFICITY OF ADVANCED SKILLS

By definition, Advanced Skills cover various specific aspects and disciplines of their associated Base Skills. But how specific should an Advanced Skill be? Is "Guitar" specific enough? Or should there be multiple Creative Advanced Skills such as Acoustic Guitar or Electric Guitar, or even more specific ones such as Black Metal Solos or Pop-Song Backing Track? The answer is simple: whichever level of detail is deemed most appropriate by the players and the Dreamweaver.

In a group of Anima who are putting a band together in an attempt to inspire the world to disbelieve the Doubt's lies, knowing exactly how skilled each individual is at their own instrument or style could be important. It also allows for more creative usage of CAP—if every player has to spend a certain amount of CAP to properly play their parts, and each CAP Adjustment alters the tone of a specific section, "Guitar" isn't going to cut it.

But in a story that includes a professional musician, but doesn't focus on the music itself, "Black Metal Solos" would be far too specific, as it makes no sense for the few times the character would actually be picking up a guitar. As a default, this book presents relatively broad Advanced Skills, but as long as everyone involved agrees, Advanced Skills can cover as broad or narrow a range of a specific topic as needed.

The only stipulation would be that those Advanced Skills should be at equal levels of detail for every character. Having one character with the Advanced Skill "Guitar," while another has "Electric Guitar," and yet another has "80s Hair Band Second Rhythm Guitar," would rapidly make picking up a guitar a wildly different experience for each player.

Sample CAP Adjustments

(2c) Speed Adjustment: Come to an educated conclusion about a scenario or complete research (10%) quicker

(4c) Strength Adjustment: Learn or be able to recall 1 additional piece of information about the subject in question.

Example Advanced Skills: Finance, History, Law, Languages, Medicine, Occult, Politics

FINANCE

"We're almost out of funds, sir. I've shuffled around as much as I can. There's no more blood to be gotten from this stone, as they say."

"I'm pretty sure that's not what they say, Louis. How can we be in the red already? What is our biggest expense here?"

"Well sir, our biggest expenditure is wages. $357,000 this quarter alone. We added 1 new associate in addition to our historical costs, Archie Navarra."

"Well I don't know who that is, but get rid of him, and start looking for more workers to cut. This division of the DCMA does not operate in debt."

"Just fire him? Won't that look bad?"

"I don't care how it looks, just get rid of him. Make it look like he screwed up for all I care. We need to right this ship, and now."

Finance includes understanding the stock market, managing a personal budget, and understanding the general worth of goods and services.

Possible CAP Uses: Purchasing an item for a cheaper price, wisely diversifying a stock portfolio, securing business funding quicker.

Finance 1-5: Has taken some financial courses or owns some stocks
Finance 6-10: Holds a degree in finance
Finance 11-15: Professional stock broker
Finance 16-20: CFO of a global corporation/investment genius

HISTORY

"And it was then that Julius Ceasar crossed the Rubicon, starting a civil war in—Michael! wake up! How many times have I caught you sleeping in class?"

Michael continued to snore lightly, his breathing in a rhythmic pace.

"Someone nudge him please."

An adjacent student prodded him lightly, to no effect.

"Oh come on," said the exasperated teacher.

They pushed again, this time with some force. Michael sprang awake, inhaling sharply with wild panic in his eyes.

"Get to the principals' office. I'm tired of this!"

Michael sat in shock for a moment, and then slowly nodded, glancing around nervously.

"I don't know what your problem is, but whatever you're dreaming about is not nearly as important as this lesson! Now get out!"

They say that those who forget the past are doomed to repeat it. Not only isn't this character doomed to repeat the past, they know who said that in the first place.

Possible CAP Uses: Clarifying exactly what time period an Oriental vase was made in, choosing the right colors when recreating a historically accurate coat of arms; reciting a sonnet using period-accurate pronunciation.

History 1-5: Casual history buff who studies textbooks and watches cable history shows.
History 6-10: High school history teacher
History 11-15: Historical researcher who has made a significant find in their field.
History 16-20: World-renowned archaeologist or professor

LANGUAGE

"Christ, how am I going to figure this out if this guy doesn't stop yammering in some wacky language?" John thought.

He continued to listen to the panicked man attempting to describe the scene, using hand gestures and a language completely foreign to Johns' ears. Abruptly another thought was forced into his head.

"It's Swahili, John. Don't be rude."

John turned to the small girl standing to his side. "Oh come on Erica, you don't even know what rude means! And Swahili? How the hell do you know that?"

A second thought pushed its way into John's head. "I would have thought by now you wouldn't need to ask me that question, John. Anyway, why don't you let me speak with him? I'm better at it, you know."

John sighed slowly. "This is gonna be a long night."

Language measures a character's capacity to properly use and understand their own language, or other languages and dialects they have practiced.

Possible CAP Uses: Identifying a regional dialect by sound, properly using a local idiom, phrasing a statement in a more socially appropriate manner

Language 1-5: Can use a secondary language passingly well
Language 6-10: Completely fluent in one or two additional languages
Language 11-15: Understand a variety of languages and their dialects
Language 16-20: Has at least passing familiarity with most spoken languages

LAW

"Mr Black, this council of your peers has found you guilty of the crime of murder in the first degree, having taken the lives of Brian and Hannah Neely. Your actions have been deemed both morally and legally reprehensible, and your flagrant disregard for the lives of Sleepers does not, in the DCMA's eyes, exonerate you of the blood on your hands."

Mr. Black grinned maliciously, bearing his abnormally pointy teeth.

"Never had much use for mercy, judge, giving or receiving."

An armed guard grabbed at Mr. Black's restrained arms and began to lead him out of the courtroom.

Struggling against the grip, Mr. Black yelled across the room.

"Don't worry judge, I'll see you again tonight! I'll see all of you sheep tonight! Better stay awake!"

A second guard quickly jumped in to assist his partner. "The Nightmare is coming!" he cackled maniacally, while being dragged away.

Whether it be to sue someone, incorporating a company, or even fighting a parking ticket on their own, Law covers a character's knowledge and practice of local, federal, or international laws and police procedures.

Possible CAP Uses: Inspiring a specific juror to change their minds, make language in a contract especially vague to avoid undue risk.

Law 1-5: Police academy cadet; First-year law school
Law 6-10: Public defender or police captain
Law 11-15: High profile attorney or Chief of Police
Law 16-20: Supreme Court Justice

MEDICINE

"Asha, hurry, he doesn't have much time!" John shouted loudly, as the child's life signs began to fade.

"I'm trying," she shouted. "Nothing is working, I don't understand!"

She placed both hands on the young boy's body in one last attempt to cleanse the infection. Her power flowed quickly into his bloodstream, filling his veins with a strange energy. The child's skin began to glow ever so slightly as a faint acrid smell filled the air.

"Aaaggghh!" Asha shrieked.

"Asha get a grip, he's not dead yet."

"The malicious power is gone, but he's still burning and wet, just like the ones I lost before. I don't understand."

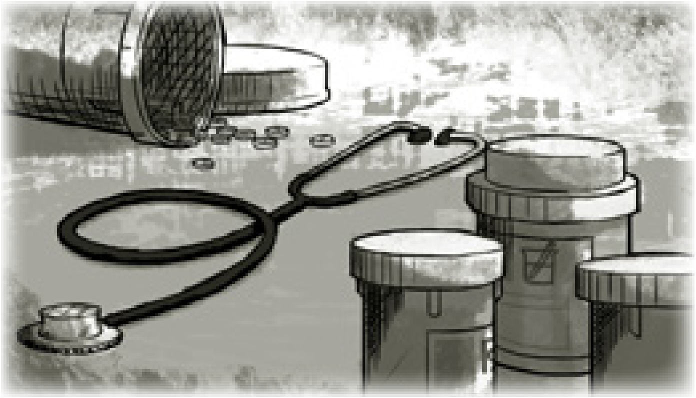
"It's a fever," John said. "Humans get them when they are sick."

"A fever! I read about this." Rummaging through the medicine cabinet, Asha grabs a small pill bottle and hands it to John.

"Asha, I could have gotten these at a corner store."

"Works like magic, or so I keep hearing."

The character has gained an education in the medical field, whether through a doctorate, nursing school, or spending time working in a pharmacy.



Possible CAP Uses: Reducing pain for a procedure, minimizing scarring, additional diagnostic insight, knowing substitute medications

Medicine 1-5: Understands proper first aid
Medicine 6-10: A fundamental education in medicinal practices
Medicine 11-15: Prominent physician or surgeon
Medicine 16-20: Leading name in a medical field of study

OCCULT

"I've read this book ten times John. There's nothing in here about real magic. It's all old-fashioned Hoodoo practices and local mumbo jumbo that barely makes any sense. Stop telling me to read it one more time," Shelly said sternly.

"One of these days you need to learn to read in-between the lines. Now, let me show you something you've missed ten times so far," John said with a smirk.

Knowledge that is not easily found or discovered, Occult covers secret magical knowledge, real or otherwise. Occult knowledge is often based on Traditions, but glimmers of truth about the Doubt can be found from other sources as well.

Possible CAP Uses: Learn an entity's alternate name through research; increase the accuracy when duplicating a Practice; gain additional insight towards a Practice's purpose

Occult 1-5: A fan of popularized Traditions, with some knowledge of their true fundamentals
Occult 6-10: Collegiate level of study in the world's historical magics, or a local practitioner
Occult 11-15: Well researched student of the many hidden truths
Occult 16-20: Loremaster known by occultists everywhere

POLITICS

"Sornimot, you madman, you can't do this. Think of all the innocent people who will die in this attack. Call off your charge."

"The Minions of Xorigrot do not take orders from you, chancellor. I will proceed, and you cannot stop me," Sornimot replied from beneath his black hood.

"We've given you and your kind shelter, access to our libraries, and treated your sickness, and this is how you repay us? You outright defy us after taking our goodwill? You will be declared a mortal enemy of the DCMA, you know this."

"So be it."

The union local president, a state senator, or even a particularly shrewd middle manager at a large corporation could all use their Politics Advanced Skill to know, understand, and exploit the political systems and norms in their relevant sphere of influence.

Possible CAP Uses: Reduced time in mediating arguments; gaining additional benefits when requesting a favor

Politics 1-5: Participates on their high school debate team
Politics 6-10: Local assemblyman or low ranking

lobbyist
Politics 11-15: State Senator or party advisor
Politics 16-20: Respected national leader or major influential player in world affairs

ATHLETICS

"That one's high and far, does it have the legs to go the distance?"

"Navarra is racing back for it, it may be too high-"

"The leap-"

"WOW, what a catch! Archie Navarra has stolen one from the batter with a heroic catch to end the inning."

"That was some highlight reel material right there."

"Absolutely."

Athletics is a broad skill that encompasses any activity that requires large amounts of physical skill. Athletics is most often learned through practicing or playing a specific sport, but physical activities that are not necessarily connected to a specific sport such as running, jumping, and swimming would also be tested using Athletics.

As a Base Skill, Athletics accounts for any physical ability that could easily be applied to multiple activities, such as running fast or controlling your breathing so as to maintain your stamina. Combat sports such as martial arts or fencing are reflected in their own relevant Base Skill, such as Fighting or Weaponry.

The Athletics Base Skill roughly measures a character's overall level of athletic ability. A character does not need to have played a specific sport or practiced a certain technique in order to have a high Athletics skill; spending too many nights running from the law may give a pickpocket a high Athletics rating without ever stepping into a gym.

Common usages of the Athletics Base Skill are attempting to run a specific distance; run at a certain speed; participate in a competitive sport.

Agility, Strength, and Endurance are all commonly used for Athletics, depending on the context. In a situation where all of these things would apply, the specific goal of the Ability Test offers the best answer to which Attribute should be used.

Running requires using Strength, Agility, and Endurance, but the winner of a short sprint would best be determined by testing Strength. Alternatively, a marathon runner would use the Endurance Attribute.

Athletics 1-5: Basic ability to utilize physical prowess, rudimentary running, swimming, climbing; high school athlete
Athletics 6-10: A practiced level of using the body for sports or specific exertions; a college athlete.
Athletics 11-15: Exceptionally well practiced in a multitude of physical activities; a professional athlete.
Athletics 16-20: Elite utilization of the body's capacities towards all things physical, All-Star athlete; gold medal Olympian

Sample CAP Adjustments

(2c) Speed Adjustment: Perform a physical action quicker
(3c) Cost Adjustment: Require less stamina to perform an Athletics Ability

Example Advanced Skills: Acrobatics, Cycling, Freerunning, Football, Rock Climbing, Swimming, Weightlifting

ACROBATICS

Leela swung in a long arc, her legs tightly wrapped around the trapeze. Her little brother readied himself on the opposite side, preparing for the final flip and catch of the show. He let loose with great thrust, flipping smoothly through the air. Leela extended her hands for the grab, as she had done so many times before.

"Oh no, is he moving too fast?" she wondered, breaking her concentration. In the brief moment of doubt, she made the grab, but with one hand missing. Her brother dangled helplessly as she desperately reached for his other hand. Her existing grip seemed to fade unusually fast, his one hand slipping from her grasp. Sharply lurching from her grip, Leela's brother fell to the sounds of his screaming sister and a gasping crowd. Leela startled awake with the sickening crunch his landing made.

"It was just a dream. Thank God it was just a dream," she thought to herself, her heart racing.

With a deep breath she began to lie back down, only to be roused again by a strangely similar scream.

"William?!" she yelled, sprinting out of her bedroom and down the steps. Halfway down the steps, the gruesome scene became clear to her. Her little brother lay at the bottom, his legs twisted awkwardly underneath him. His chest labored for oxygen.

"Lee-lee... I fell…" he whimpered.

Acrobatics represents flipping, swinging, leaping, or otherwise performing feats of great agility and coordination. This is often used while performing tricks for an audience, or attempting to reach out of the way places.

An acrobat exhibits great control over the body, and uses momentum to their advantage.

Possible CAP Uses: Increased jumping height and distance; sticking a landing with bravado

Acrobatics 1-5: Young gymnast in training; learning the basics of jumping, flipping, spinning, and swinging
Acrobatics 6-10: Amateur gymnast
Acrobatics 11-15: Professional gymnast or circus performer
Acrobatics 16-20: Gold medal gymnast; Famous circus performer

CLIMBING

Jacob stopped his ascent of the snow-covered mountain and turned back to address his crew.

"All right gentlemen, make sure the anchors are secure, and your eyes open. It gets extremely nasty from here on out. Our objective is at the peak, and the peak is still several hours away. There's no going back now."

Whether scaling indoor rock walls, ascending the rope in gym class, or traversing up mountains, climbing is used to get the job done.

Possible CAP Uses: Move an additional increment of distance; skip a particularly risky foothold; increase the speed of a climb

Climbing 1-5: Knowing how to use the entire body properly to aid in a climb
Climbing 6-10: Routinely practiced at scaling certain obstacles
Climbing 11-15: Expert or instructor in one or more particular methods, such as bouldering or rope-climbing
Climbing 16-20: Master climber; traversing obstacles while hanging upside down and leaping from grip to grip are routine.

CYCLING

As Nicole slowly pedaled her way through the park, things seemed inexplicably different, and she couldn't decide why.

"Man, what a powerful dream that was. I can't seem to shake it," she thought. Gazing at her surroundings, she marveled at the beauty of nature. She'd rode through this park countless mornings yet it seemed unusually alive, and somewhat alien to her. The flowers seemed a tiny bit more yellow. The birds' chirping sounded a bit more like music. The air smelled fresher than she could remember. Her curiosity rising, she stopped along her path for a moment, getting down off her bike. Bending low to pick a flower, the petals opened up to her as she touched the stem.

"Woah. What the hell is going on? Am I still dreaming?"

Admiring the small flower, she smiled until the pedals began rapidly wilting, and the light dimmed along the bike path.

Nicole hopped back on her bike and pedaled as fast as she could, not stopping to look over her shoulder until she was almost home.

Cycling can be used for Mountain biking, bicycle racing, or non-competitive bicycle riding, when maneuvering or performing tricks.

Possible CAP Uses: Reducing time to finish a race; avoiding an obstacle while riding; reducing Stamina cost for cycling actions

Cycling 1-5: Spent a significant amount of time on a bike
Cycling 6-10: Knowledge of some tricks; the characters' major hobby
Cycling 11-15: Amateur BMX racer, mountain biker or cyclist
Cycling 16-20: Regular winner of national and worldwide cycling/biking competitions

FREERUNNING

"Johnny, I'm fast, but even I can't catch this guy. He has an unusual talent for getting out of tight places. I swear we thought we had him cornered once and next thing we knew he was skipping up a wall, over a fence and out of sight. Not sure what to do here. We need to bring him in but I know we can't just shoot him."

"All right, don't worry. I'll get Melisandra after him. She'll bring him in."

"Excuse me? How is she gonna catch this guy?"

"I've yet to meet a man smart enough to run from Melisandra instead of towards her."

"So that's it, you think he's gonna just set eyes on her and come to us?"

"Just go through this file and find me a coffee shop or bar that he frequents; trust me—she'll do the rest."

Freerunning allows a character to traverse a landscape quickly, using their environment to assist their progress rather than avoiding obstacles in it.

Possible CAP Uses: Dodging a specific obstacle; crossing a specific distance faster; knocking over an obstacle to impede followers

Freerunning 1-5: Understanding how to traverse landscape in more efficient ways
Freerunning 6-10: Actively practiced at specific leaps, or climbs to aid movement
Freerunning 11-15: Expert at moves necessary to consistently maintain momentum
Freerunning 16-20: Astonishingly fluid movement through any urban terrain

FOOTBALL

Kneeling into the huddle, Archie listened closely for the final play call.

"All right guys, three seconds left, this is it. Half Back sweep right. Archie, I'm pitching it to you before you even turn around."

"Got it!"

"All right, on two, break!"

Lining up in formation, Archie anxiously awaited his chance.

"Hike!"

Running with power and grace, Archie turned to catch the pitch, continuing forward behind his blockers. One, two, three missed tackles, and Archie was running free into the end zone. His teammates rushed to him as time expired, hoisting him on their shoulders in celebration. They chanted his name, and he was filled with pride. He smiled, tightly cradling the game ball in his arm.

A loud buzzing caught Archie's attention amidst the cheering. He turned to look for the source, and the scene slowly faded away. The buzzing continued as Archie woke to his morning alarm. The feeling of disappointment washed over him once he realized that his heroic deed was merely a dream.

The disappointment was quickly replaced by astonishment as soon as he noticed the fully inflated football still cradled tightly in his right arm.

Depending on the reader, various positions in American Football or on the soccer field can be tested using the Football skill. The actual sport should be specified in the case of an international character.

Possible CAP Uses: Executing a specific move or play; specifically directing a pass or shot; adding a fake move to deceive an opponent

Football 1-5: High school player, knows all the basics and how to execute them

Football 6-10: Amateur enthusiast, spends most free time perfecting the sport
Football 11-15: College player, has high level of ability and practice with a team
Football 16-20: Professional player, expert application of the sport

SWIMMING

"All right, Mikey, you've got this. You've practiced as much as you could, and you're by far our best 200 meter swimmer. Don't doubt yourself. Believe."

Michael thought back to the words of his coach as he stepped onto the starting platform.

"Okay, I have to win this for the team, I just have to. No more losses," he thought to himself.

"No doubts, I've got it this time!"

Michael stared down at his feet while the thoughts raced through his head. For a split second his feet seemed to shimmer, the image of flippers taking shape around them. Indeed, this time would be different.

Be it the breaststroke, backstroke, or doggy paddle, if a character is moving through water, they're swimming.

Possible CAP Uses: Reduced Stamina cost; increased speed

Swimming 1-5: Able to cover short distances
Swimming 6-10: Educated in formal strokes and methods
Swimming 11-15: Successful athlete, capable of extended periods without pause
Swimming 16-20: Olympic athlete, phenomenal execution across large distances

WEIGHTLIFTING

"Listen, I've been lifting five days a week for the last ten years. No breaks! All natty too. I know you're a big dude and all, but I bet I can bench more than you."

Tiny smiled curiously at the unusually wide looking human as their conversation continued.

"I mean, big guy like you, probably lifts what? Like 275? I'm doing 350, bro."

"I just fix the computers."

"Yeah, yeah, but aren't you curious? When's the last time you benched? You wanna come with me tomorrow? We can have a little competition."

"I get it, you are very large."

"You sure? I'd love to tell the guys about how I out benched a seven foot-plus tall monster."

Tiny inwardly winced at the word monster, but showed no outward distress.

"I just fix the computers, really. Yours is all done."

While the simple act of lifting something heavy may depend solely on Strength, Weightlifting measures the knowledge and ability used to maximize lifting capacity, minimize risk of injury, and perform specific types of lifts.

Possible CAP Uses: Increased explosive movement; extended period of suspension

Weightlifting 1-5: Weekend warrior, visits a gym periodically
Weightlifting 6-10: Amateur bodybuilder
Weightlifting 11-15: Noteworthy weightlifting competitor with good form
Weightlifting 16-20: Olympic athlete or a Professional bodybuilder

COMPUTERS

With a loud clang, Barry dropped the empty gas can on the floor of the dimly lit warehouse.

"Quiet, you idiot! If we get caught in here we're dead!" Tommy whispered loudly.

"There's no one around, don't worry. I poured all the gas. Let's torch this joint and get out of here."

"Wait, check it out. There's a computer on the desk over there. I bet the boss will pay big for the information on it. Check and see."

Barry fiddled with the mouse, causing the screensaver to fade. He stared blankly for a moment, proceeding to click on various spots around the desktop.

"This is like, some kind of windows or something right? How do I reach the info?"

"What? Don't you know what you're doing?"

"Of course I do, idiot, I have a computer. My eight year old showed me a whole bunch of stuff. There's a spot where you click on a yellow square or something and documents pop up."

Barry continued to click aimlessly around the screen.

"We don't have time for this. Just unplug it and grab the whole thing."

Barry knelt down, wrapping his arms around the computer tower.

"Stay right where you are," a voice said, emanating from a dark corner of the warehouse. "Drop that computer before I paint the walls with your blood."

The Computers Base Skill is used to understand and operate computers, electronics, and the like. In the modern era, the rapid advancement of miniaturization, ease of use, and cost effectiveness of such devices, has allowed those from all walks of life to experience the wonders of human design in their everyday lives.

Properly using common technological devices is the most common usage of the Computers Base Skill. Being able to understand the basics of different interfaces, inputs, and device functionalities are all aspects of its use.

The Computers Base Skill by far most commonly uses Intellect.

Computers 1-5: Devoted hobbyist
Computers 6-10: Computer Science major
Computers 11-15: A professional in the field of computers and electronics
Computers 16-20: Internationally famous developer

Sample CAP Adjustments
(5c)Speed Adjustment: Find a specific file in half the time
(4c)Strength Adjustment: Learn one additional function of an unknown device

Example Advanced Skills: Electronic Devices, Hacking, Hardware, Internet Research, Programming, Robotics, Troubleshooting

ELECTRONIC DEVICES

"So I enter this room, and the walls are covered in security monitors. I look at the monitors and see people bound and gagged, all in different locations. That's when I noticed the black box in the middle of the room. A ticking black box. It has this small display with a countdown on it.

The ticking kept getting louder and louder, and I knew I had to do something. So I use my tools to open the box, and it's a mess of wires and circuit boards.

Odd thing though, instead of being confused, I actually knew what I was looking at. I re-routed the power source into its own independent loop and changed the broadcast signal to keep the timer going until we could find the bombs.

After that I woke up. Strangest part of it all was I couldn't go back to sleep, so I sat at my computer and powered it on.

My web browser opened to research about bomb disposal. Bomb disposal, of all things. Research that I never actually did.

Would you believe me if I told you I'd never even thought about how to disarm a bomb until that dream? Yeah, didn't think so, but it's true nonetheless."

This is the ability to understand, interface, and operate any sort of electronic device. Phones, scanners, signal blockers, complicated explosives, and drones are all examples of electronic devices.

Possible CAP Uses: Faster operation; boosting performance

Electronic Devices 1-5: Phone connoisseur
Electronic Devices 6-10: Tech geek
Electronic Devices 11-15: Professional designer
Electronic Devices 16-20: Knowledge and use of military grade or non-mainstream electronics

HACKING

"I need some help. This guy is a real sicko, I mean, look at this."

She handed her cell phone over to the agent. The voice mail was completely full and there were hundreds of texts that only said, "I C U."

"And that's just the beginning. All of my emails were changed. All the channels on my cable guide are named 'ICU' now. Even my digital clock says it! At first I thought it was some

stupid prank, but this isn't funny."

The agent knew this was no prank, and that they were in for a long night.

Hacking is the art of breaking into secure systems or websites. While often assumed to be malicious, this is not always the case. Some hackers find themselves legitimately employed to test the boundaries of security systems of those who hired them.

Possible CAP Uses: Acquire additional information; complete without detection

Hacking 1-5: Newbie
Hacking 6-10: Mid-level
Hacking 11-15: Elite white hat/black hat
Hacking 16-20: Like a ghost in the machine; Your tag is known internationally

HARDWARE

Games were running a little bit slower, programs took a bit longer to run, and Angela was afraid to even shut the computer down. While she was annoyed at the inconvenience, deep inside she smiled. It was time to build a new computer system. She smiled as she grabbed a paper and pen and set to work at creating a list of the latest and greatest tech. Her new system was going to be SICK.

Proficiency in this skill covers the knowledge and assembly of computers and their parts. How to put together desktops, laptops, mainframes, and other systems are included here.

Possible CAP Uses: Using less expensive components; decreased time for assembly

Hardware 1-5: You put together your friends' computers from scratch
Hardware 6-10: Starting systems engineer
Hardware 11-15: Professional network engineer
Hardware 16-20: NASA spaceship design

INTERNET RESEARCH

"Man, did you see?" Greg said excitedly. "She changed her relationship status!"

"I noticed," said Nick. "But the question is, when did she do it? Before or after your conversation? Maybe she's trying to send you a signal!"

"Oh man," Greg said. "I didn't even think about that. Do you think you could find out when she changed it?"

Nick laughed. "Don't worry, Greg. I'm already on it."

The ability to find critical and accurate information amongst the chaos of the internet is an important skill to master. Digging deep, putting the pieces together, and verifying from multiple sources, are all necessary steps in separating the gems from the trash.

Possible CAP Uses: Reduced search time; additional verification source

Internet Research 1-5: College Student
Internet Research 6-10: Private Detective
Internet Research 11-15: Infamous cyber sleuth
Internet Research 16-20: NSA information specialist

PROGRAMMING

"Billy, stop screwing around with the guy's computer. We don't have time for this, we need to leave."

"I'm almost done."

"I thought you said there was nothing on it we could use for the case anyway?"

"True, there isn't anything incriminating ... yet."

"What did you do?"

"Just set up a program to log his email activities. If he sends anything out, we'll get a copy without him knowing."

"Huh, you can do that?"

"I just did. Now we can go."

Coding games, apps, and services is this users' forte. This spans various fields and can be done in various programming languages.

Possible CAP Uses: Hiding secret messages within a program; making your coding easier/harder to read

Programming 1-5: Taken a C++ course
Programming 6-10: Can design a program in multiple languages
Programming 11-15: Professional coder
Programming 16-20: Highly sought after for military and business purposes

ROBOTICS

"Joey, stop fiddling with those gadgets back there and get out to the front. We've got another angry one. He needs your special brand of courtesy."

"Yes sir, I will be happy to help."

Joey quickly typed a few commands into the control panel he was working on. With a loud beep, an oddly life-like mechanical arm began to move on the work station next to him. Pleased with his creation, the new "gadget" continued his work autonomously.

"This will greatly speed up the entire process," Joey thought.

"Joey, lets go!"

Hurriedly, Joey made his way out to the register and greeted the unruly customer.

"I am Joey. How may I be of service?"

Robotics is an advanced field dealing with the design and operation of automated mechanical devices as well as their various computer systems. This can be as simple as constructing a device which simulates a moving finger, to as complex as creating a fully functioning humanoid robot.

Possible CAP Uses: More lifelike design; easier to use interface

Robotics 1-5: Beginning study
Robotics 6-10: College Graduate
Robotics 11-15: Professional designer
Robotics 16-20: Pioneer in the field of robotic design

TROUBLESHOOTING

Jerry shoved his laptop in Billy's direction.

"Ugh. This piece of crap never works. Kid, you gotta fix this for me."

"Well, what error message did it give you?" Billy asked.

"I don't know. Something about the file didn't do something, it said just hit okay, I don't know. I just closed it. Just fix it, already, will ya?"

Billy grabbed the laptop and started working.

"Now, Jerry, you remember that conversation we had about your browsing habits, right? When I clear your history I'm not going to see something I shouldn't, will I?" Billy asked, already knowing the answer.

"No. Nothing. I don't use this computer for anything but work!"

"Alright," Billy said skeptically. "Let's take a look—oh God! Jerry! Why would you even—wait, is that...?" Billy trailed off.

"Sure is, kid," Jerry chuckled. "It sure is."

Blue screen of death? No problem. Internet connection down? 5 minute fix. Random crash to desktop? Not anymore. Blackout of the eastern seaboard? Got it covered. Whatever the case, one knowledgeable in this skill knows how to fix computer issues big and small.

Possible CAP Uses: Decreased time to repair; reveal additional problems

Troubleshooting 1-5: You've spent a fair amount of time searching the internet for answers
Troubleshooting 6-10: IT consultant
Troubleshooting 11-15: Systems manager
Troubleshooting 16-20: Expert on a wide variety of systems and machinery

CREATIVE

Ander removed his guitar from around his neck and slipped it securely into the stand next to him. "Let's switch places," he said.

"What? When did you learn how to play drums?" Greg asked.

"I dabble. I learned a few of our songs on both instruments so I could get a better feel for them."

"Oh, wow. Like I said, I didn't even know you played drums at all." Greg thought to himself for a moment, then said, "You know, I've seen some of your artwork too. It's pretty damn good. So you're an awesome guitarist, you play drums, you can paint, and you can draw. Is there any creative endeavor you're not good at?"

"I have no eye for decorating, does that count?"

Greg sighed enviously. "Not really."

While the Creative spark may naturally exist in people, the ability to coax it out, and properly apply it, is something that can be trained or learned. The Creative Base Skill covers the most important aspects of any creative endeavor or performance, such as understanding the creative process, having the discipline and ability to write, draw, or perform at a consistent level, and using images and words that hold an easily understandable meaning.

While it may not be possible to put a number on how creative someone is, a character's Creative Skill Rating could easily showcase how practiced they are at expressing themselves.

The Creative Base Skill is most commonly used when trying to produce, perform, or understand an art piece. In the case of a creative performance, Charm is the most commonly used Attribute, although shredding through a particularly brutal guitar solo may make more appropriate use of Agility. Other creative endeavors could also use Intellect if proper theory or form is the most important part of their creation.

Creative 1-5: Knowledge of fundamental drawing techniques or basic chords
Creative 6-10: Local cover band singer; painter with some works at a local gallery
Creative 11-15: A professional performer or artist
Creative 16-20: An influential artist who can produce works in various mediums

Sample CAP Adjustments
(2c)Strength Adjustment: Causes performance to contain nuances of a specific artist.
(4c)Strength Adjustment: Learning 1 additional piece of material(A new chord, song, shading technique)

Example Advanced Skills: Drawing, Guitar, Painting, Photography, Piano, Sculpture, Singing, Writing

DRAWING

Alex put his pen to paper and closed his eyes. He thought back to the encounter with Sornimot, the dark priest, his hand moving slowly and deliberately. After a moment, the process began to take on a life of its own, producing perfect lines, curves and shadows. After a few minutes, a lifelike portrait stared back at Alex.

"No one has ever seen him before," Alex thought.

"I'm going to post this on every wall in the DCMA head office, and on every telephone pole in the city. We are going to find this son of a bitch."

Black and white line art, a crude cartoon on a classroom chalkboard, or even a simple but very accurate map offering directions, can all be produced using the Drawing skill.

Possible CAP Uses: Reduced time spent on a piece; giving a character a specific person's likeness; instilling a piece with a specific emotion

Drawing 1-5: Good eye for space and dimension
Drawing 6-10: Capable of using multiple mediums, uses adequate coloring
Drawing 11-15: Professional illustrator
Drawing 16-20: Famous artist with identifiable style

GUITAR

Sweat dripped down Ander's face and the fretboard beneath his fingers was drenched. Harsh stage lights pounded down on the band like the Sahara sun. He counted out the beats, stomped on his cranked-up gain pedal and tore into the most difficult solo of the night to close out the show. Every note was *harmonic bliss. Each slide and bend fell into perfect pitch and the crowd cheered with every note in the melody. He was living the dream.*

The ability to play and compose music of various genres, using any type of guitar, whether it be acoustic or electric.

Possible CAP Uses: Reduced time spent composing; soloing with a specific style; adding stage flair such as head banging or guitar twirling

Guitar 1-5: Can play introductory songs and fret elementary chords
Guitar 6-10: Lead guitarist of a local bar band, can play a full set with minor mistakes
Guitar 11-15 A full-time lead guitarist, knows the ins and outs of music theory, can play many styles
Guitar 16-20: Rock God, Legendary composer; you've made the cover of guitar magazines.

PAINTING

Alex finished the final brush strokes on the canvas, smiling proudly at his creation.

"That's what took you so long?" Shelly remarked.

Alex grinned. "What do you see?"

"It's chocolate chip cookies. On a plate. On a table. In a rather nondescript room. This is your exciting masterpiece?"

Alex peered closely at the painting, reaching out to touch the cookies with his forefinger. A moment later, his hand began to sink into the canvas as though it were liquid. Grasping the edge of his still-life cookies, he pulled his hand back, the image of the cookie peeling off and becoming solid after leaving the surface. He looked down at his hand, which now contained a soft, brown, chocolate-chip cookie. Popping it into his mouth, he chewed loudly.

"Mmmmmm! Wow! Like I said—a masterpiece. And my mother used to tell me I should try baking!" Alex said, laughing.

"Jesus," Shelly said bluntly. "You guys are so weird. I'm gonna go home now."

Using oils for a museum piece or spray-painting your tag on a billboard, the Advanced Skill of Painting can be applied to multiple formats and styles.

Possible CAP Uses: Dramatic use of color; applying a common style such as abstract or surrealism; crafty inclusion of a signature

Painting 1-5: Basic grasp of structure and color
Painting 6-10: College art student
Painting 11-15: Professional Painter, deep knowledge and application
Painting 16-20: Internationally famous painter, recognizable uniqueness, produces acclaimed work

PHOTOGRAPHY

"OK, Melisandra, head slightly left, and show me those fierce eyes."

Melisandra moved into her pose with grace, expertly showcasing her striking beauty. "You know dear, you don't have to take those photos from so far away."

"I do this all the time. I assure you, the best angle and lighting is gotten from this distance."

"That's not what I meant, dear," Melisandra said, smiling slyly. "Come a little closer, I'll show you the best angles."

Photography encompasses the skills of framing, composition, usage of color (or lack thereof), and proper technical details of exposure and aperture speed when taking a photograph.

Possible CAP Uses: Reduced time to set up a shot; catching an event in progress at just the right moment; capturing the right angle to express your desired effect

Photography 1-5: Taken a basic training course in camera use
Photography 6-10: Apprentice journalist or model photographer
Photography 11-15: Professional magazine photographer
Photography 16-20: Master of lighting, angles and exposure

SCULPTURE

Breathing heavily, the clay took shape beneath the force of Nicole's hands. She had never worked for so long without rest, but knew it must be done tonight.

"If it had a solid shape, if it could be seen by others, at least they would know what got me when they find my body," she thought. Finally, the blackened clay was nearing its completion. A long bulbous arm, a strange twisting tendril, a horrible menacing face. There were sharp claws at the end of every limb. This thing was the horror that had haunted her for weeks. Now staring at the sculpture, she sighed with some relief.

"Finally, I can stare my killer in the face. I have a feeling tonight will be the last night I dream."

The creation of art in three dimensions, through modeling or carving various materials, either as free-standing pieces or out of a preexisting structure.

Possible CAP Uses: Increased level of detail captured; reduced time spent on a project

Sculpture 1-5: Can create very basic, small objects
Sculpture 6-10: Finished study of sculpting techniques in art school, practiced with larger objects
Sculpture 11-15: Professional sculptor in a specific medium
Sculpture 16-20: World recognized within the field, proficient at sculpting any size, in multiple mediums.

SINGING

"What a crowd! I never expected such a turnout. Sheila, your opening dirge is up next. Leave them speechless, just like you did to me at rehearsal this morning."

The curtain pulled back, revealing a packed house, all waiting patiently for the beautiful brown-haired girl in the blue dress to begin.

Sheila took a deep breath, and let her voice flow, filled with emotion. Moments in many among the crowd were welling with tears, unusually stirred by the performance. They looked on in a solemn awe, hanging on to her every word, captives of the magic in her voice.

The act of producing music with one's voice. A Capella performances, producing harmonies, or simply testing your Karaoke skill at a bar are represented by the Singing skill.

Possible CAP Uses: Strength of emotions stirred in listeners; increase in duration of action before fatigue

Singing 1-5: A lot of time spent practicing in the shower
Singing 6-10: Amateur singer in a cover band or choir
Singing 11-15: Professional recording artist or instructor
Singing 16-20: Famous Broadway star or opera singer

WRITING

As John opened the tome, the glyphs danced across the old parchment, brightening and dimming, like a mini-light show.

"Wow, this is some book. How am I supposed to read this? Can you read it?"

"Of course I can read it, Johnny. I wrote it. I'm going to show you a great many things, starting with how to read this book, and ending with how to read in-between the lines. Let us begin."

Proper use of grammar and spelling, and appropriate formatting techniques, as well as presenting ideas in a deliberate and consistent way are all accomplished by using the Writing skill.

Possible CAP Uses: Completing a story in a shorter amount of time; Adding a surprising plot twist to hook readers

Writing 1-5: Passed English in high school
Writing 6-10: College level writing skill, writer of fanfiction
Writing 11-15: Professional journalist or author
Writing 16-20: Best-Selling Author or award winning journalist

FIGHTING

"Wow, did you see Billy's face? It looked all bloody!"

"I know! Charlie was just holding him against the fence and punching him over and over, until Billy just fell down and started crying. What a loser."

"I know right? I thought Billy could fight, but I guess he's just all talk."

"Well, being pinned against the fence didn't help."

The Fighting Base Skill encompasses any kind of combat which focuses on using the body as the main weapon. Fighting can be equally learned in a sports context such as joining a MMA gym, or be the result of bar fights and back alley brawls.

The Fighting Base Skill accounts for both experience in actual fighting and the level of understanding someone possesses over the most basic elements of universal fighting technique, such as keeping a proper stance, correctly putting strength into a punch, and being able to properly avoid or block incoming damage.

The Fighting Base Skill's most common usages are in hand-to-hand combat, combat sports, or fighting related activities such as sparring or performing training drills.

Most fighting styles tend to focus more specifically on either Strength or Agility, depending on the prevailing method used to inflict harm. When raw power is being used, or in the absence of any real training, Strength is usually most appropriate. Fighting styles that rely more on fast movement, fancy footwork, and well placed strikes would rely on Agility. Even Endurance can commonly be used when testing Fighting skills, such as being able to maintain form while using a heavy bag for a full round.

Fighting 1-5: Can place or take a hit; would properly defend themselves in an ordinary street fight
Fighting 6-10: Has some level of actual training or has won multiple fights
Fighting 11-15: Has established a reputation; has a vast number of victories
Fighting 16-20: Knows the concepts of unarmed combat as only a devoted practitioner could

Sample CAP Adjustments
(1c) Damage Adjustment: +1 Damage
(BS+2)Alternate Strike: Headbutt

Example Advanced Skills: Boxing, Brazilian Jiu Jitsu, Close Quarters Combat, Karate, Mixed Martial Arts, Street-Fighting, Wrestling

BOXING

"What are you doing out there, Jake?" the trainer barked.

"He's fast. He hits hard too!" Jake exhaustedly spat out.

"Listen to me, Jake. He's beating you so bad 'cause you're letting him! This bum ain't faster, he ain't stronger—you're just letting him be! He's got no chin, and you got stone fists! Your will's gotta be stronger than his—move forward and take him out!"

Jake shakily rose from the stool and made his way into the center of the ring.

"STONE FISTS!" his trainer called out after him.

Boxing is a stand-up only fighting style that exclusively uses punches to deliver damage. While it may seem simple when compared to other styles, Boxing is extremely technical, hence it's common nickname, "The Sweet Science".

Possible CAP Uses: Slipping a jab; additional damage for a strike; purchasing special strikes

Boxing 1-5: Just another boxer from the neighborhood
Boxing 6-10: An aspiring amateur boxer
Boxing 11-15: A ranking contender in the sport or Olympic boxer
Boxing 16-20: Division title holder

BRAZILIAN JIU JITSU

The crowd looked on as the two competitors engaged in open scramble for position. With a perfectly executed arm drag, the man in dark trunks propelled himself around his opponent, jumping on his back and latching on.

Clearly less skilled, the now helpless man in the white trunks was quickly caught in a rear naked choke.

"Say good night," the man in dark trunks whispered.

After a few seconds the man in white was rendered unconscious, the referee rushing over to break them apart.

"I'll see you in a few minutes," the man in dark trunks whispered.

Refusing to break his choke, the referee began to push hard and yelled "He's out! He's out!"

"I know he's out, that's how I wanted him," the man in dark replied.

"Let go, Black!"

"Fine, fine. I'm finished with him anyway, for now at least."

"You do that again and you're disqualified!"

"Yup, gotcha."

As the referee waved over for the medic, a second ushered Mr. Black off the mat.

"Just wanted to make sure he got a little extra sleep," he said with a grin.

A fighting style that emphasizes groundwork and submissions, Brazilian Jiu Jitsu maintains a focus on technique rather than overwhelming size or strength. For someone who studies Brazilian Jiu Jitsu, being on the ground is a boon that opens up their techniques rather than a disadvantageous position.

Possible CAP Uses: Passing an opponent's guard; performing a sweep

Brazilian Jiu Jitsu 1-5: White belt, basic submission defense
Brazilian Jiu Jitsu 6-10: Blue belt, basic submissions learned
Brazilian Jiu Jitsu 11-15: Purple or Brown belt, higher level techniques, can submit from all positions
Brazilian Jiu Jitsu 16-20: Black belt, master of controlling opponents on the ground

CLOSE QUARTERS COMBAT

"Come on, Nikki! Now that we're in the field, I definitely need a gun. I mean, how hard can it be? You just aim and shoot, right?"

Nikki sighed, checked to make sure the weapon wasn't loaded, and gave it to Billy.

"I'll make you a deal. On the count of three, if you can 'point and shoot' at me with this handgun, you can carry it into the field. One. Two. Three."

Before Billy got his arm halfway up from his side, Nikki had controlled his wrist, twisted the gun free, and turned it back into Billy's face.

"See? Until you're ready, giving you a firearm makes us less safe, not more."

"Wow," said Billy. "Forget the gun, teach me how to do THAT!"

A fighting style often used by military or law enforcement that focuses on swift, explosive attacks and disarms meant to end a fight and subdue a target as quickly and safely as possible.

Possible CAP Uses: Disarming a weapon; performing a quick take down.

Close Quarters Combat 1-5: Entry level trainee
Close Quarters Combat 6-10: Officer
Close Quarters Combat 11-15: Department instructor
Close Quarters Combat 16-20: Special Ops

KARATE

"So, if I train with you, can I learn to hit a brick on the top of a stack but have the brick below it be the one that breaks?"

Kim was warned that the new student had watched too many movies, but couldn't believe he was being serious. Sadly, he was.

"Well then what about the crane kick? Drum punch? Do we at least train in a mirror maze?"

"You ask too many questions. Consider that your first lesson—spend less time talking and more time listening."

A classic martial art based on striking, that uses punches, kicks, and open-handed techniques. Karate is commonly studied for self-defense, but also still exists as a combat sport.

Possible CAP Uses: Debilitating open hand strike; holding a stance with precision

Karate 1-5: Beginning practitioner, White/Blue belt
Karate 6-10: Mid-level, Green/Red belt
Karate 11-15: High level, Black/Brown belt
Karate 16-20: Master, Multi-degree Black belt

MIXED MARTIAL ARTS

"Oh, you think you're a tough guy, eh, hitting on my girl like that," Archie said aggressively.

"Sorry pal, I didn't know she was with you. I was just complimenting her dress."

"Listen, I didn't come here tonight so idiots like you could try to steal my girl while I'm taking a piss."

"I don't want any trouble. I don't want anyone to get hurt."

"Oh so now you think you're gonna hurt me? The balls on this guy."

Pausing for a few seconds, Archie decided to throw his best hay-maker. His opponent stepped back quickly, causing the punch to miss entirely. Nearly stumbling from the momentum, Archie attempted a bear hug, but once again his target was too fast.

The obviously skilled fighter dropped into a sprawl to avoid being taken down, quickly transitioning to a flying knee to Archie's chin. Everything went dark for Archie. He was unconscious before even hitting the ground.

MMA is a hybrid style that combines stand up, take downs, and submissions. While variations of MMA have existed since the ancient Olympics, it has experienced a resurgence as a popular combat sport in recent years.

Possible CAP Uses: Avoiding a take down

Mixed Martial Arts 1-5: New to an MMA gym
Mixed Martial Arts 6-10: Participated in a handful of amateur fights
Mixed Martial Arts 11-15: Professional MMA fighter
Mixed Martial Arts 16-20: Top of their division in a fighting circuit

STREET-FIGHTING

"Aaaggghhh! He bit me! This maniac bit me!"
Dean smiled, blood dripping down his chin.

"Hey, you're the guy who moved this party outside. Next time you decide to mean-mug someone, don't be surprised when there's consequences," Dean explained.

"I didn't think you'd bite me!"

Dean chuckled. "Well, you thought wrong. Now get the hell out of here before I gouge your eyes out!"

The man went running off into the night, much to Dean's disappointment. Seems like nobody's up for a good fight anymore.

Rather than focusing on any specific technique or style, Street-Fighting is focused on crude methods to inflict harm, and uses the local surroundings in any way possible. Unlike fighting styles that have their root in sports, blows that are traditionally considered illegal or unsportsmanlike, such as bites or gouges, are all an accepted reality of fighting on the streets.

Possible CAP Uses: Temporarily blinding an opponent; biting a vulnerable area; using a head-butt at an opportune moment

Street-Fighting 1-5: Won a few scuffles around the neighborhood
Street-Fighting 6-10: A competent gang member
Street-Fighting 11-15: Gang leader; well-known tough-guy
Street-Fighting 16-20: Underground tournament champ

WRESTLING

"2020. 2020. 2020." Every time her body wanted to quit, she just repeated the numbers to herself over and over again. She thought she had lost her opportunity forever when wrestling was removed from the Olympics. But in 2020, it would be back, and she'd be ready. Her dream would NOT be denied.

Wrestling is a grappling-based fighting style that includes takedowns, throws, pins, and clinch fighting. While there are different rules for specific sport styles, Wrestling does not include striking of any kind.

Possible CAP Uses: Pinning an opponent; throwing an opponent down

Wrestling 1-5: High School wrestler
Wrestling 6-10: College level athlete
Wrestling 11-15: Olympic athlete or sports entertainer
Wrestling 16-20: Medal winning Olympian or star entertainer

Nikki aimed carefully down the sight of her assault rifle. Pop. Pop. Pop. Three shots, three holes placed center mass on the target dummy.

"The M-16 assault rifle. Reliable, precise, and deadly."

She placed the weapon down on the table beside her, and moved on to the next. Grabbing a pistol, she quickly raised the sight to her eye, firing 5 rapid shots. All center mass once again.

"The 9mm Beretta handgun. Light and quick, great for close quarters."

Nikki switched weapons once more, grabbing a large sniper rifle from the table. She braced the weapon with her shoulder, aiming for a moment at a target much further down the range. A loud boom erupted as she fired, the target dummy's head coming clean off its shoulders.

"The Barrett M107 Sniper Rifle. Powerful, with extreme range. When you're done training here, you will know the ins and outs of each weapon. You will be a feared combatant in the field. The DCMA Special Ops Division does not allow inefficiency or ineptitude. You were hand selected for a reason. Make this count. Now step forward to your table and pay attention to everything I say."

The Firearms Base Skill covers the basic elements of maintaining, understanding, and using guns of many types. Regardless of its size, any time a gun is being fired, Firearms is the skill that is used.

Proper stance, understanding ranges, lining up a target, and proper trigger discipline are the universal elements covered specifically by the Firearms Base Skill. Individual firearms each have their own levels of difficulty, based on their complexity and size.

Firearm use primarily relies on Perception, unless the physical quickness of operating the weapon is the most relevant factor (such as quick-drawing or shooting from the hip.)

Firearms 1-5: Can routinely make a shot at extremely close range
Firearms 6-10: Can routinely make a shot at medium ranges
Firearms 11-15: Can routinely make a shot at long ranges
Firearms 16-20: Can routinely make a shot at abnormally long ranges; proficient with trick shots

Sample CAP Adjustments
(1c) Damage Adjustment: +10 damage
(20c) Declared Adjustment: Called Shot

Example Advanced Skills: Assault Rifle, Handguns, Machine Gun, Rifles, Shotguns, Submachine Guns, Sniper Rifle

ASSAULT RIFLES

"Nikki, We have to pull back, this isn't some rinky-dink operation like we thought, they have AK47s in there. We're going to have to bring this to the authorities."

"How many of them are there?"

"Nikki! No matter how powerful we are or how strong our magic is, if we run into a warehouse against guys with that many assault rifles, we WILL die. You know I'm right."

"Damn it. Alright, let's pack it in," Nikki sighed.

Jerry put a hand on Nikki's shoulder.

"Don't worry, we'll get them. Just not tonight."

Proficiency in firing an Assault Rifle. Assault rifles are two-handed firearms that use an intermediate cartridge size and are capable of firing semi or fully automatically. They have large capacity magazines and are primarily manufactured for military use.

Possible CAP Uses: Increased damage; specifying target area; specialty shots

Assault Rifles 1-5: Basic training
Assault Rifles 6-10: Soldier
Assault Rifles 11-15: Special operative or instructor
Assault Rifles 16-20: Elite marksman; exceptional amount of field experience with assault rifles

HANDGUNS

"Listen Burt," Archie demanded. "You may be some kind of creepy-ass bull-headed freak, but I ain't afraid of you, and I bet this pistol makes you bleed just like anyone else. Now tell me, where is the believer?"

The minotaur snorted, but remained silent.

"All right then, now this is happening."

Archie pointed and fired, a small puff of smoke filling the air.

"Huh?" Archie stared blankly at the empty area behind the bar where Burt once stood.

"Pretty fast for a minotaur. OK, maybe that wasn't the best idea," he whispered, not noticing the giant bull headed shadow now looming behind him.

Proficiency in firing a handgun. As stated in their name, handguns are small firearms that can be held in one hand (although they are usually held with two for accuracy). Handguns can be single shot, revolvers, or semi-automatic.

Possible CAP Uses: Increased damage; specifying target area; specialty shots

Handguns 1-5: Visited a firing range a handful of times
Handguns 6-10: Police officer
Handguns 11-15: Professional trick shooter or special agent
Handguns 16-20: International secret agent or world renowned trainer

MACHINE GUNS

Melisandra pulled back the sheet covering the table with her usual style and flourish.

"The M240. 27 pounds, 700 rounds per minute, effective range 800 meters on a bi-pod mount. Without a doubt absolute overkill in any urban situation. Perhaps even for this one. An amazingly dangerous weapon that can, and probably will, cause more damage than you can handle."

"Does that mean you won't sell it to me?"

"I didn't say that. But the price is going to be high and you're not going to like it."

Proficiency in firing a machine gun. Machine guns are large, fully automatic firearms. Machine guns can be fed bullets through a magazine or an ammunition belt, and are usually mounted or fired from the ground on a tripod.

Possible CAP Uses: Increased damage; specifying target area; specialty shots

Machine Guns 1-5: Basic handling knowledge
Machine Guns 6-10: Trained Paratrooper
Machine Guns 11-15: Army specialist
Machine Guns 16-20: Military Instructor

RIFLES

He didn't have many fond memories of his father. Loud, boorish, and drunk most of the time, his father was far from a stabilizing influence. Nothing he ever did was good enough in the man's eyes. Put-downs were never far from dad's lips, and he was always first in line to crush someone's hopes and dreams.

He didn't have many fond memories of his father, but he did have one. The time they went hunting and his father let him shoot his prized hunting rifle for the very first time. He would always smile when he thought of that day, and of the ensuing "hunting accident."

Proficiency in firing a rifle. Rifles are Two Handed weapons fired from the shoulder. While Assault Rifles are a sub-category of rifles, the Rifles Advanced Skill corresponds specifically to rifles that have single or three round burst firing modes rather than semi or fully automatic rifles (whose operation would fall under the Assault Rifle Advanced Skill.)

Possible CAP Uses: Increased damage; specifying target area; specialty shots

Rifles 1-5: Learned basic aiming technique
Rifles 6-10: Amateur hunter
Rifles 11-15: Professional skeet shooter
Rifles 16-20: Big game hunter

SHOTGUNS

Jacob sat in the large chair, facing the door to the apartment. Alex was fast asleep on the couch behind him, but Mike had yet to succumb.

"Get some sleep, Mike. Alex is good at this kind of thing, he'll find it in no time."

"What if it finds US first?"

Jacob pumped the handgrip of his trusty shotgun.

"Don't worry. I'll be ready."

Proficiency in firing a shotgun. Shotguns are powerful firearms designed to be fired from the shoulder which fire either a solid projectile or a spread of shot. Shotguns are most efficient at closer ranges and are versatile in use.

Possible CAP Uses: Increased damage; specifying target area; specialty shots

Shotguns 1-5: Proper holding technique
Shotguns 6-10: Regular target practice
Shotguns 11-15: Great aim and experience with multiple shotgun types
Shotguns 16-20: Precision technique across all makes

SUBMACHINE GUNS

Nick sat nervously on a plain wooden chair, facing the door to his apartment. Glancing down at the polished Uzi in his hands, the sound of heavy plodding footsteps echoed in the distance.

"Welp, I had a good run I guess."

He plucked his lit cigarette from the coffee table next to him, taking one last deep drag, nodding slowly in approval. As the sound of the footsteps grew closer, he extinguished the cigarette, following with a sip of his brandy.

"Let's do this," he whispered as he stood.

The two shadowy dogs burst through the door, sending splinters flying.

"I'm taking you with me!" Nick screamed.

He fired blindly into the darkness as the two hounds leapt in for the kill.

Proficiency in firing submachine guns. Submachine guns are automatic firearms that are smaller, more compact versions of a rifle. They traditionally use a cartridge size closer to that of a handgun than an automatic rifle.

Possible CAP Uses: Increased damage; specifying target area; specialty shots

Submachine Guns 1-5: Beginning practitioner
Submachine Guns 6-10: Aspiring drug lord
Submachine Guns 11-15: Proficient handler
Submachine Guns 16-20: Notorious mafia hitman

SNIPER RIFLES

Roger remained uncomfortably prone, breathing slowly. Eight hours of laying in the dirt, his scope trained on the window of the wooden house in the distance. His muscles ached, cramping to unbearable levels yet again.

Risking the loss of his target, he closed his eyes, took a breath, and muttered a few arcane words. A soothing wave of relief coursed through his body, his cramps fading.

Returning his focus to the window, he wondered how long his magic would keep him going.

Proficiency in firing a sniper rifle. Sniper rifles are firearms that focus on being highly accurate at extremely long ranges. They use large full-powered cartridges and are traditionally used in a stationary position from a bipod.

Possible CAP Uses: Increased damage; specifying target area; specialty shots

Sniper Rifles 1-5: Introductory sniper training
Sniper Rifles 6-10: Capable of hitting a target in motion
Sniper Rifles 11-15: Skilled military sniper; hitman
Sniper Rifles 16-20: Legendary assassin

MANUAL

The floor creaked, the toilet was always running, and a fresh paint job was long overdue. He had always dreamed of owning his own home but he quickly came to realize how much work it was. It felt like he was always fixing something.

Still, it was a home for his family, which he always wanted. With every nailed board, tightened pipe, and coat of paint he reminded himself how hard he worked to get to where he was.

The Manual Base Skill is a broader skill that covers a character working with their hands for productive purposes. This can include literal craft production or repair (such as making or hanging a shelf) or more esoteric applications (such as performing a magic trick or physically searching through an apartment looking for clues). Much of the Manual Base Skill can be learned through practice, as it is primarily a physical skill. Any time a character must use their hands in a skilled way, the Manual Base Skill is the most appropriate skill to be used.

The Manual Base Skill measures a character's amount of "handiness," their relative understanding of how to work efficiently and productively with their hands. Overall, practiced manual dexterity, an understanding of how physical objects fit together and work, and the functional application of construction or disassembly are all aspects of the Manual Base Skill.

Properly using tools, driving, crafting and repairing simple objects, and physically operating complex machinery are common usages for the Manual Base Skill. The Manual Base Skill will most often be used in conjunction with Agility, since most manual operations rely heavily upon hand-eye coordination.

Manual 1-5: Proficient at basic home improvement
Manual 6-10: A starting contractor or mechanic
Manual 11-15: Professional racer; established craftsman
Manual 16-20: Expert craftsman experienced with multiple styles

Sample CAP Adjustments

(5c) Speed Adjustment: Reduce time to complete task by 5 minutes

(3c) Duration Adjustment: Your makeshift repair lasts one week longer than it should before the item must be repaired again.

Example Advanced Skills: Auto Mechanic, Carpentry, Driving, Mechanical Engineering, Lockpicking, Pick-pocketing, Search, Stealth

AUTO MECHANIC

"I am Joey. How may I be of service?"

"Yeah, uh, I have the brown van right outside. Something has been rattling under the hood for a few days and I'd like to get it checked out."

"Wonderful news! I would be ever so happy to inspect the problem for you," Joey remarked, a big smile on his face.

"Uh, ok. Thanks," the man said, handing over his keys. "You're not from around here, are you, kid?"

Mechanical maintenance and repair of standard vehicles. This provides an understanding of how they work, and the proper steps taken to fix them when they stop functioning.

Possible CAP Uses: Less time needed to repair a vehicle; finding replacement parts for less cost

Auto Mechanic 1-5: Your personal car only goes to the shop for major work
Auto Mechanic 6-10: Starting shop technician
Auto Mechanic 11-15: You've come across and repaired nearly every type of issue across multiple makes and models
Auto Mechanic 16-20: Complete knowledge of all parts and systems and how to fix them

CARPENTRY

"Just like you asked. Four brand new bookshelves, hand-made and ready to deliver to the orphanage."

Melisandra picked up one of the shelves and looked at it quizzically.

"Oh. That's what these are? They'll have to do, I guess."

The sting of having his hard work dismissed so quickly was too much to bear.

"Hey, those took a long time! Those are quality shelves, not trash! Carpentry ain't easy! I mean, Jesus was a carpenter, wasn't he?"

Melisandra cocked an eyebrow.

"Are you sure that's the comparison you want to make with me?"

The construction and installation of wooden objects large or small. While there is some artistry involved, any item made for practical use would fall under Carpentry. Items made for aesthetic purposes would use a Creative skill, like Woodworking.

Possible CAP Uses: Placing a recognizable signature or brand; increasing the quality; reducing time needed

Carpentry 1-5: Basic knowledge of tools & measurements
Carpentry 6-10: Apprentice tradesman
Carpentry 11-15: Professional artisan
Carpentry 16-20: Master builder

DRIVING

The huge beast was bleeding and wounded, but nothing they did seemed to take it down. Alex looked around for a possible weapon when he noticed the idling car. It took all of his energy to drag himself up into the driver's seat, buckle himself in, and put his hands on the wheel.

He pictured the lives the beast had ruined, and the pain it had caused. But no more. Never again. He slammed hard on the gas pedal, knowing he'd put an end to this once and for all.

The Driving Advanced Skill is not required for basic operation of a vehicle, but things such as racing, performing tricks, or operating unusual vehicles such as a tractor trailer would all be appropriate uses.

Possible CAP Uses: performing tricks; escaping pursuers

Driving 1-5: Trucker
Driving 6-10: Amateur street racer
Driving 11-15: Professional stunt driver
Driving 16-20: Top racing competitor

LOCK PICKING

"So last night I had this dream. I'm in this hallway lined with doors, and they're all locked. I keep walking up and down the hallway, but it never seems to end. All of a sudden, I hear two sounds , a ticking noise coming from behind one of the doors, and a wet breathing sound.

"The ticking was worrisome but the breathing was worse—it sounded like it was coming from everywhere and nowhere at the same time. So I try to open this ticking door, but no matter how hard I try, it won't budge. I start banging on the door, and the breathing gets louder and louder. If I don't get into this door, I'm a goner. I just know it.

"Just as soon as I had that thought, a set of my dad's lockpicking tools are in my hand. I guess I must have learned something over the years, because I stuck them in the lock and went to work.

"The breathing got louder and louder, but now it wasn't coming from nowhere. It was coming from behind me. I didn't look back, I just kept working that lock until I heard a satisfying pop. I was in. Safe, at least for the moment."

Lock picking is the art of opening a lock by using tools to manipulate the components of the lock device without a key. The usage of this skill can be criminal, hobby, or a profession.

Possible CAP Uses: Reducing time needed to pick a lock

Lock picking 1-5: Beginning hobbyist
Lock picking 6-10: Shoddy thief
Lock picking 11-15: Professional locksmith; skilled criminal
Lock picking 16-20: Master safecracker

MECHANICAL ENGINEERING

The lights started flickering uncontrollably, causing a stir throughout the whole hospital. The maintenance crew made their way into the dark basement to check the back-up generator. Looking from the schematics, then to the machine, and finally back to the schematics. Everything seemed to be in working order. Without warning, all of their flashlights went dark. Then the horror started.

Similar to the Carpentry Advanced Skill, Mechanical Engineering covers the creation and maintenance of objects. Engineering focuses more on machinery and systems rather than individual items.

Possible CAP Uses: Better use of power; efficient design

Engineering 1-5: Took an introductory course
Engineering 6-10: Well versed in schematics and assembly
Engineering 11-15: Professor of engineering; Can construct systems from the ground up
Engineering: 16-20: At the forefront of modern design

PICK-POCKETING

Tillman scanned the crowd in Jackson Square, pointing the people out to his young protege.

"See that artist? Completely focused on his work, wouldn't notice if you grabbed all his stuff, so long as you didn't interrupt him. That mime's always looking for some mark, so he has his eyes peeled. No good. That young guy, the one whose jeans are too tight—he'd be perfect, too. Looks like a tourist, and a trusting one at that."

"Tillman," asked the boy, "why are we stealing from these people?"

"Stealing?" Tillman replied, shocked. "I would never. But sometimes to work a magic, you need a personal object, and sometimes people need help helping themselves. It's a good skill to have. But if I find you using it to actually steal, Madame will shrink your hands until they fall off."

Somehow, the boy didn't doubt that it was possible.

The skill of pick-pocketing revolves around stealing small valuables or money from a target without their noticing. Most often lifting a wallet from a pocket, the pickpocket may accomplish this via stealth or distraction.

Possible CAP Uses: Misdirecting attention, Replacing a stolen item with another

Pick-pocketing 1-5: A young kid adapting to life on the street
Pick-pocketing 6-10: Can scrape a meager living through thievery
Pick-pocketing 11-15: Accomplished thief
Pick-pocketing 16-20: Lifelong pickpocket understanding every nuance of the skill

SEARCH

"Listen Michael, this thing isn't here. I've gone through this whole office top to bottom, using everything at my disposal. I can't find it, or any trace of it."

"Archie, our reports show that the Artifact came through right here where you're standing. You're telling me you see

nothing? What do we even pay you for? Why are you even in the DCMA? Why do I always get stuck dealing with inept idiots?"

Archie stood still with an emotionless look on his face, as his superior abruptly turned and walked away in disgust.

Physically searching through a room for an item or clues, properly frisking someone for weapons, and systematically looking for an item or person in a large area are all ways the Search Advanced Skill could be used.

Possible CAP Uses: Minimizing search time; efficiently utilizing outside assistance

Search 1-5: Police officer
Search 6-10: Detective
Search 11-15: Crime Scene Investigator
Search 16-20: World renowned private-eye

STEALTH

"What was that?"
"What was what, Billy?"
"Didn't you hear that noise? I think someone else is here, Joe."
"I didn't hear anything," Joe said blandly. "No one is here, man, just relax. One more hour, our shift ends, and we can go home."
"Yeah, but you never hear anything, damn it! I heard a scraping and—did you see that?"
"Jesus, Billy, you're starting to get me paranoid now. Just be quiet, I'm telling you no one is—gurghk!"
"Holy crap! Joey, get up man! I knew it! And an hour before our shift ends."

Stealth encompasses the ability to hide and sneak while avoiding detection. Slinking into shadows, timing movements against watchful eyes, moving silently, and knowing how to blend in to your environment are all aspects of the Stealth Advanced Skill.

Possible CAP Uses: Sneaking past an additional observer; remaining hidden while an area is searched

Stealth 1-5: Purse-snatcher
Stealth 6-10: Professional thief
Stealth 11-15: Trained sniper
Stealth 16-20: Elite assassin

SOCIAL

"Ugh, John, don't make me go. I hate talking to him."

"What? I thought you loved talking to him."

"Yeah, that's the problem. Whenever I ask him for a favor I feel bad; he always knows when I'm lying, and he always knows just the right complement to drop on me."

"So let me get this straight," John said with equal parts confusion and bemusement. "You don't like talking to him because it's always a pleasant experience?"

"Yes! Do you have any idea how frustrating it is to deal with someone who always has just the right thing to say? You know what, don't even answer that."

The Social Base Skill showcases the ability to understand the right things to say or do in a particular situation. While simply making polite conversation may not require an actual skill, knowing if a crude joke is going to entertain or offended is equal parts intuition, reading people, and understanding social dynamics.

The Social Base Skill covers the universal aspects of conversation and socializing regardless of the specific scenario or goal such as basic etiquette, proper word choice, and usage of eye contact and personal space.

The Social Base Skill's most common usages are talking to people to learn information, influencing their opinion, or clearly getting your point of view across.

The Social Base Skill most often uses Charm except for rare cases where your physicality would greatly alter the course of the social interaction, in which case Strength or Agility may be more appropriate. Intellect may also be used if trying to convey detailed instruction or levy one's intellectual brilliance to lend credibility to a story or presentation.

Social 1-5: Popular High School student
Social 6-10: Aspiring politician
Social 11-15: Esteemed socialite
Social 16-20: You can sell ice to an Eskimo; everyone loves you

Sample CAP Adjustments
(2c)Strength Adjustment: Manipulating target into specific body language
(4c)Strength Adjustment: Convincing target to reveal one additional piece of information

Example Advanced Skills: Bluff, Intimidation, Interrogation, Leadership, Negotiation, Public Speaking, Seduction

BLUFF

"You really don't want to open that book."

Shelly stared at the ancient looking tome with skepticism.

"I'm telling you Shelly, if you open that book, some sparkles and flashy lights are going to come pouring out of it, but what you won't see pouring out is the vile magic that will creep into your soul and turn you into a Hellspawn."

Aghast, Shelly drops the tome on the desk and takes a quick step away from it. John chuckles lightly as he picks up the tome and places it back on the bookshelf.

"Is that book actually dangerous, John, or are you just being a jerk?"

"Well they say curiosity actually killed a cat, so who knows, maybe it is."

"So, you are a jerk."

The capability to convince another of a particular intention, or imply a level of skill you do not possess. Using deception, false confidence, and aggression are all trademarks of a master bluff artist.

Possible CAP Uses: Garnering additional information; leaving target with positive sentiment

Bluff 1-5: You've played a bit of Texas hold-em
Bluff 6-10: Smooth talking conniver
Bluff 11-15: Professional poker player
Bluff 16-20: Complete master; very few can tell the

truth about you

INTIMIDATION

"What did you say to me, little maggot?" the drill instructor barked, only inches from Archie's face.

"Nothing, sir!" Archie shouted.

"What was that?"

"Nothing, sir!" Archie shouted even more loudly.

"That's what I thought, maggot. If I hear you mumbling behind my back again I will make your life a living hell! Everyone in this barracks is going to learn respect one way or the other, even if I have to bash it into your god forsaken, pathetic skulls. Is that clear?"

The entire room chimed, "Sir, yes sir!"

"I'm going to get this dick back, I swear," Archie thought to himself. "He thinks he's untouchable, but I know a place where he can't hide behind his position."

The Advanced Skill Intimidation is the fine art of causing fear or awe in another. This is often used to force a target into another course of action, stop their current action, or to do what the aggressor demands.

Possible CAP Uses: Making a target flinch, causing a target to stammer

Intimidation 1-5: Schoolyard bully
Intimidation 6-10: Callous manager/executive
Intimidation 11-15: Hard nosed mafioso
Intimidation 16-20: Experienced drill sergeant

INTERROGATION

The drug dealer squirmed in John's grip, obviously not interested in any more punishment.

"I already asked you once, I need to know who sold you that last batch of product."

"I'm not telling you nothing, man."

"Fine, if you won't tell me I'll just go to see Mr. Black myself and tell him you rolled over on him."

"Are you crazy? He'll kill me! The last dealer they found in a butcher shop selling for 5 bucks a pound!"

"So it was Mr. Black after all."

"I didn't—ah shit. Look, I'll tell ya whatever you want to know you pain in the ass, just don't mention my name or I'm dead!"

Sometimes answers are needed, and the practitioner of this skill is adept at getting them. Usually through harsh, aggressive questioning, the act of interrogation can glean important knowledge from a subject. Whether at a formal hearing, or blindfolded in a closet, being interrogated is never a pleasant experience.

Possible CAP Uses: Gaining additional information,; causing target to implicate associate; exposing a hole in an alibi

Interrogation 1-5: Law enforcement agent or military personnel
Interrogation 6-10: District Attorney
Interrogation 11-15: CIA or FBI agent
Interrogation 16-20: Expert Inquisitor

LEADERSHIP

Nikki looked over the faces of the agents in training. Each one had worked hard to make it to the final stage of field-testing, but it was clear by the sight of them, they were afraid. Talking about nightmares was one thing, but facing them in battle was something else entirely.

They had forced the Reavers into cover, but the fighting was gruesome and it had rattled their nerves. Before they breeched the warehouse to finish the job, she needed them to shake off the jitters. She opted for a touch of levity, hoping it would break the tension. Turning to the youngest cadet, Nikki gave him a smile as she said,

"Well they're obviously scared shitless, why else would they be running to hide?"

One with this skill is proficient at influencing and directing others' actions. People look to this person for advice, organization, and motivation. Not just a cog in a wheel, they take charge and gets things done while others will sit idly by.

Possible CAP Uses: Rallying additional people to a cause; optimizing efficiency of a plan's execution

Leadership 1-5: Low level manager
Leadership 6-10: Community organizer, head coach of a sports team
Leadership 11-15: 4-Star General
Leadership 16-20: World leader

NEGOTIATION

"Take it easy, Jamie, this woman isn't going to hurt anyone. You don't need the knife."

Jerry took a step forward but froze when Jamie's knife hand flinched towards the hostage's neck.

"I saw that thing go in her. It's INSIDE HER. I can't let it get away, I can't."

Holding his hands out palms forward, Jerry took a step and in a soothing tone said, "Easy girl, I know. I saw it. That's why I'm here. We don't have to kill her to get rid of that thing, There's another way."

Sobbing, Jamie's hands trembled as she replied, "How?"

A smile crept across Jerry's lips. "We're going to share a dream and kill it together."

The knife shifted away from the hostages neck. "I'm too afraid. I can't let it go."

"Don't be afraid. I'm from the DCMA, we're here to help."

Jerry let out a long sigh at the sound of the knife clanging harmlessly to the floor.

Mediating a solution or deal between two or more parties is the skill of Negotiation. This skill judges how effective the discussion between the groups are at reaching a final goal. This goal may be fair, or weighted in the direction of one of the parties.

Possible CAP Uses: Causing a party to accept one additional term; diffusing tempers

Negotiation 1-5: Shrewd merchant
Negotiation 6-10: Sports agent
Negotiation 11-15: UN committee member

Negotiation 16-20: Hostage negotiator, prominent lawmaker

PUBLIC SPEAKING

"Geez, you're shaking like a leaf."

"I'm scared out of my mind. I have to go up there and talk about my experiences during the school trip last weekend. This presentation is going to affect my final grade. Why did I even agree to this stupid assignment?"

"Hey don't worry, relax. You prepared right? Plus, you're always good with stories, people love listening to you."

"Thanks Billy, I'll give it my best. I'll try and pretend I'm just telling our friends a story instead of the whole school."

"Well, if that doesn't work, you could always imagine the audience is naked."

Public Speaking is the act of using oratory skill to inform, or perform to, a live audience. It generally revolves around a speech targeted to an audience, for various purposes. Whether to rally a populace, inform others of an important topic, or simply to entertain; a proficient user of this skill can sway a group.

Possible CAP Uses: Instilling a performance or speech with a particular emotion; using local idioms or diction

Public Speaking 1-5: Communications major
Public Speaking 6-10: Stand-up comedian
Public Speaking 11-15: CEO of a major corporation
Public Speaking 16-20: High-ranking politician; media star; national leader

SEDUCTION

Melisandra sat silently at the nearly empty bar, awaiting the arrival of her mark. She glanced around the dingy establishment, her patience beginning to erode. Sighing, she ordered one last drink to pass the time.

"I'll have a Sex on the Beach," she said with a wry smile.

A rugged young man with bushy brown hair sat down next to her, quickly eying her up and down.

"I'll have what she's having," he said with a nod and a smirk.

"It's about time," Melisandra said with a huff.

Peering quizzically for a moment, the man replied, "What's that?"

"It's about time a good looking guy walked into this dump and bought me a drink," she said, gently placing her hand on his leg. "I'm Melissa."

The man chuckled nervously and smiled, a mix of nerves and excitement creeping into his words.

"Hi. I'm Steve."

Manipulating the desires of other people, both emotional and physical, the art of seduction applies body language, careful words, and clever innuendo to lead someone astray.

Possible CAP Uses: Slyly making physical contact; obfuscating the intent of your suggestion

Seduction 1-5: High School heartthrob
Seduction 6-10: Exotic Dancer
Seduction 11-15: One of a kind heartbreaker
Seduction 16-20: Professional pick-up artist; secret agent

WEAPONRY

As the voice of his history teacher slowly faded, Michael found himself standing in a beautiful Japanese garden, the petals of a cherry blossom floating across his vision. He had no idea where he was, but his mind was filled with one pervasive thought. "Protect the blossom."

Although in a foreign land, he felt strangely comfortable, as though this had always been his home. Before he could truly absorb his surroundings, a quick movement in the distance caught his eye.

Instinctively, Michael knew it was a Tengu, and it was coming for the tree. Readying his bow, Michael quickly notched an arrow and fired. A narrow miss.

The bird-like humanoid made his charge as Michael dropped the bow and drew his katana, preparing to strike. With one fluid motion, he swung the blade across the creature's body, but to his surprise, the Tengu caught it mid-swing. Squeezing the metal, the Tengu's dark, acidic blood began to eat away at the weapon as Michael tried to rip it free.

With a snap, the blade broke in two. The creature made an attempt to rake Michael with its opposite hand, but Michael drew his wakizashi and parried the blow.

Becoming enraged, the beast kicked him squarely in the chest with unnatural force, sending him flying in one direction, and the wakizashi in another. Slowly climbing to his feet, Michael unsheathed a small hidden dagger from his belt. He was running out of options fast, and he knew it.

The Weaponry Base Skill covers the basic elements of maintaining, understanding, and using weapons of many types. The Weaponry skill is always actively trained or practiced, as study alone is not sufficient to learn how to effectively use a weapon. Weaponry is used in combat when either wielding melee weapons, or using bows and thrown weapons.

Proper stance, correct form, and understanding the most efficient ways to strike are covered by the Weaponry Base Skill.

The proper Attribute to use with Weaponry often times depends on the specifics of the weapon actively being used. Some weapons require Strength to use effectively, while some are designed to make better use of Agility. In the case of thrown weapons and Archery, Perception can also be used during a Weaponry AT.

Weaponry 1-5: Martial arts initiate
Weaponry 6-10: Skilled practitioner
Weaponry 11-15: Professional instructor
Weaponry 16-20: Modern Samurai

Sample CAP Adjustments
(3c)Weapon Adjustment: Bleed (3)
(BS+20)Alternate Strike: Decapitation

Example Advanced Skills: Bows, Crossbows, One Handed Edged Weapons, Two Handed Edged Weapons, One Handed Blunt Weapons, Two Handed Blunt Weapons, Thrown Weapons

BOWS

Sheila drew her longbow back once more.

"One last time," she thought.

Following her shadowy target briefly, she let loose the arrow with a resounding "woosh." The fiery projectile sang as it cut through the darkness with ease, emitting a steady soprano during its flight. It landed with a thud, striking the beast's black heart. With a growl, and then a shriek, the flailing Reaver shuddered and began to fade away.

"This is my dream now. No longer my nightmare."

Whether longbows, short bows or composite bows, the skill of drawing back an arrow with a string and firing at a target is represented here. Originally used for hunting and combat, in modern times bows are used for sport and recreation.

Possible CAP Uses: Quick firing; additional damage; taking a longer draw

Bows 1-5: Archery student
Bows 6-10: Young tribal hunter
Bows 11-15: Marksman
Bows 16-20: Olympic archer

CROSSBOWS

Jacob fired his grapple-armed crossbow at the corner of the dirty three-story walk-up. Perfect shot. The claw fell right where he needed. Tugging harshly, Jacob tested the grip, the spikes digging in to the raised concrete ledge.

"All right. Stay close, stay quiet. They won't see us coming. Once we reach the roof, I'll show you to the access grate. Then it's game on."

This skill set covers firing, aiming, and loading of a crossbow using a cranequin or similar device. They seem limited use in some military practices, but much like standard bows, crossbows are mostly used in sport and recreation today.

Possible CAP Uses: Hipfire; faster reload

Crossbows 1-5: Basic knowledge of aiming, firing, and reloading
Crossbows 6-10: Practicing crossbow competitor
Crossbows 11-15: Special Ops unit training
Crossbows 16-20: Three Kingdoms Warrior; absolute master

ONE HANDED EDGED WEAPONS

Chevayo squared off against the horrific Black Blood, clenching a war dagger in each hand. Shadows slowly dripped from the fiend's body, as though it were sweating drops of nightmarish oil. They circled each other slowly, each waited for the other to misstep, each watching for the perfect moment to strike.

Daggers, short swords, cutlasses, knives and machetes all fall under the One Handed Weapon Skill. Generally speaking, any weapon with a blade less than two feet in length is represented here.

Possible CAP Uses: Disarming strike; hamstringing opponent

One handed Edged Weapons 1-5: Street thug
One handed Edged Weapons 6-10: Accomplished knife fighter
One handed Edged Weapons: 11-15: Proficient martial artist or military personnel
One handed Edged Weapons: 16-20: Ninja or renowned specialist

TWO HANDED EDGED WEAPONS

Lord Hodramek raised his longsword overhead, signaling the charge. Riding forward on his armored war steed, the dirt churned below its hooves. His footmen followed closely behind him, moving as a single unit. Crashing into the mesmulot forces, Hodramek's fury could not be contained. Swinging his blade left and right in wide arcs, he effortlessly cut through one foe after another.

Longswords, greatswords, claymores and the like constitute two handed weapons. Weaponry with blades over 2 feet falls into this category. In modern times, only those who study ancient or medieval combat methods tend to have this skill.

Possible CAP Uses: Amputation; additional damage to a strike.

Two Handed Edged Weapons 1-5: Squire
Two Handed Edged Weapons 6-10: Knight
Two Handed Edged Weapons 11-15: Lord
Two Handed Edged Weapons 16-20: Tournament champion

ONE HANDED BLUNT WEAPONS

The armored footmen stood shoulder-to-shoulder, maces in one hand, shields in the other. One thousand wide, ten men deep, this was the largest ground force the land of Laruna had seen in ages. Lord Hodramek rode to the front and addressed the men from his mighty war steed, golden plate mail gleaming in the sunlight as he moved.

"Men, we have fought long and we have fought hard. You're weary, but we are all that stand between the mesmulot army and the last city of Sol!"

Raising their maces to the sky, each soldier's weapon began to glow brightly with divine light.

"Shatter their shields, break their wills! For home, for family, for the goddess Sabrina, chaaaaarge!"

This advanced skill covers smaller weapons, focused on bashing and breaking. Maces, hammers, nightsticks, and morning stars fall under this skill.

Possible CAP Uses: Knockout strike; additional damage

One Handed Blunt Weapons 1-5: Peon
One Handed Blunt Weapons 6-10: Grunt
One Handed Blunt Weapons 11-15: Skilled footman
One Handed Blunt Weapons 16-20: Accomplished gladiator

TWO HANDED BLUNT WEAPONS

The High Priest raised his war mace overhead with both hands, an unnatural glow in his eyes.

"Come my brothers and sisters, the time has come to show

them the power of truth!"

With one effortless motion, the High Priest turned and swung his weapon, connecting squarely with the ceremonial gong. The loud 'boom' of the gong signaled the opening of a man-sized rift directly beside the priest.

"Now is the time! This world is ours!" He yelled, rushing into the portal.

Two-handed weapons such as sledgehammers, war maces, and mauls are accounted for here.

Possible CAP Uses: Shattering bone; additional damage

Two Handed Blunt Weapons 1-5: Cleric
Two Handed Blunt Weapons 6-10: Paladin
Two Handed Blunt Weapons 11-15: Templar
Two Handed Blunt Weapons 16-20: Justicar

THROWN WEAPONS

Thunk. Thunk. Thunk. One after another, the deadly throwing knives sunk into the wooden target board. Each blade pierced the crudely drawn brain which overlapped the spot where a bullseye used to be. Archie turned to the thrower, who was lounging sideways on a plush beanbag, a wicked grin covering his face.

"Ok, I get it Black, you're good with those little knives. But that's just a board, not a moving person. It's a totally different thing. That's why I carry."

"That's true," said Black matter of factly. "I'll give you three seconds then."

"Wait, what?" Archie questioned, the shock of fear immediately pulsing through him. "No, no, don't be stupid."

"One. Two."

"STOP!" Archie yelled, taking two quick steps away.

"Three!"

Archie turned, taking only a step before a sharp throwing knife bit deeply into his right calf.

"AGHH, my leg! You asshole!"

Mr. Black chuckled to himself as Archie lay grimacing on the floor.

"Oh please. It's just a flesh wound. Go have that Asha bitch take care of it."

"You know she won't help me anymore! Not since that thing with Burt!" Archie grunted, still twisting with pain.

"Oh well, sucks to be you then."

The ability to judge a weapon's weight, rotations and distance traveled is encompassed by the art of thrown weapons. Whether throwing knives, clubs, axes, or spears, the practitioner of this skill is competent at injuring his opponent from a distance.

Possible CAP Uses: Called shot; additional damage

Thrown Weapons 1-5: Amateur Showman
Thrown Weapons 6-10: Tribesman
Thrown Weapons 11-15: Renaissance fair knife thrower
Thrown Weapons 16-20: Olympic Javelin thrower

TECHNIQUES

Listed below are some sample Techniques. Every Technique has a skill requirement that must be met before the Technique can be learned. Techniques are organized by the Base Skill that is required to learn that Technique.

ACADEMICS TECHNIQUES

(1) IMPECCABLE TIMING

Requires: Finance 5

You always seem to know exactly when you are able to get the most out of any deal, whether it be selling a stock at the right moment or waiting until the last second to sign a contract.

Effect: All time-sensitive CAP Adjustments for any Finance AT cost 1 less. No CAP Adjustment can have its cost reduced to less than 1 in this manner.

(2) EXAM CRAM

Requires: Academics 5

Late nights of coffee and memorization have made you very good at stuffing as much information on a subject as possible into your brain. This info is more a function of short-term memory than anything else, thus its benefit is soon lost.

Effect: By spending at least one hour devoted entirely to study, you receive a +1 bonus to a single AT chosen in advance. The purpose of this AT must be declared prior to study and cannot be changed. Each additional hour beyond the first increases the bonus, up to a maximum of +4.

(3) LOREMASTER

Requires: Occult 10

You have such great familiarity with magical Practices that you are able to identify their source Tradition and relative level of difficulty just through observation. When encountered with evidence of a Practice in use, be it in person or through documents or photographs, take an (Intellect) Occult AT with a +5 bonus in order to further identify the Practice. The difficulty for this AT is half the difficulty of performing the Practice.

Base Success: You correctly identify the most common name of the Practice being performed, along with what Tradition it is learned under and its relative difficulty to perform.

(4c)Strength Adjustment: Recall any historically significant usages of this Practice.

(4) MOTIVATING MENTOR

Requires: Academics 10

You are particularly good at relaying information to a student or protege who has previously failed at a task. Upon giving advice or instruction to a person who has failed an AT, that person will receive a bonus to their next AT attempted using the same skill. To give this advice, make an AT using the previously tested skill and Intellect. The difficulty of this test is the student's Rating in the previously tested skill plus their Intellect.

Base Success: Grants the student a +3 bonus to the first AT made using the previously tested skill.

(3c) Strength Adjustment: +1 bonus

ATHLETICS TECHNIQUES

(1) BROAD JUMPING

Requires: Athletics 7

You practiced the fine art of broad jumping in school or college.

Effect: When making an Athletic AT to jump, the first CAP Adjustment purchased to increase the distance of the jump is free.

(2) UNHINDERED MOVEMENT

Requires: Freerunning 5

You move through uneven or cluttered terrain with extreme efficiency.

Effect: The user does not incur reduced movement distance based on terrain.

(4) PRACTICED BREATHING

Requires: Athletics 10

You have spent a great deal of time practicing breathing patterns related to various forms of strenuous activity, allowing more efficient oxygen uptake.

Effect: The amount of Stamina lost when performing strenuous activity is reduced by 3. No Stamina loss can be reduced to 0 by this effect.

(5) ESCAPE ARTIST

Requires: Athletics 15

Through a great deal of trial and error, you have learned how to quickly and efficiently escape your bonds. Rope bindings to handcuffs, these restraints cannot hold you for long. Whether you dislocate your shoulder or pick a lock with a paper clip, you will find a way out of your bondage.

Effect: All CAP expenditures to escape from bondage cost 3 less CAP, to a minimum of 1. In addition, all Lockpicking ATs made for the purposes of freeing yourself receive a +1 bonus.

(5) PARKOUR FLOW

Requires: Freerunning 15

The city streets, high rises, and concrete jungle are your playground. As a Parkour specialist rail slides, flips, jumps, and swings through the city with relative ease, they may enter a heightened mental state of mind making the advance through the city that much easier.

Effect: When making multiple Freerunning ATs to move urban terrain, such as running through city streets, climbing obstacles, or descending a fire escape, each successive AT made beyond the first has their CAP Adjustment costs reduced by 2.

COMPUTERS TECHNIQUES

(1) FAST TYPER

Requires: Computers 5

You've spent a lot of time at the keyboard or on your smartphone.

Effect: Any Speed CAP Adjustments purchased when using a device with a keyboard or keyboard style input have their cost reduced by 1.

(2) BRUTE FORCE METHODS

Requires: Hacking 5

Sometimes finesse isn't the answer to all problems. Bash it against a wall for enough time and eventually it will crack.

Effect: Any persistent Hacking AT that has been taken in 3 consecutive phases receives a +2 bonus to all subsequent ATs to accomplish the same goal.

(3) DEEP WEB SEARCHING

Requires: Computers 7

You are particularly adept at uncovering information in difficult to reach areas of the internet.

Effect: All CAP Adjustments used to acquire additional pieces of information via web searching have their cost reduced by 2.

CREATIVE TECHNIQUES

(1) GOOD EAR

Requires: Creative Advanced Skill (music related) 5

Having a good ear for your art, you have learned the ability to reproduce familiar music with greater ease.

Effect: You receive a +3 bonus to any AT made to attempt to replicate a song or sound previously heard.

(2) EMOTIONAL COMPOSITION

Requires: Creative Advanced Skill 5

You have developed a knack for pulling on your audience's heartstrings, sometimes even bringing tears to their eyes.

Effect: Any CAP adjustments to impart a particularly emotional tone in your work has its cost reduced by 2 CAP, to a minimum of 1.

(2) UNNERVING EXACTNESS

Requires: Painting 10 or Drawing 10

Your portraits and landscapes are so precise that the production will appear almost as crisp as a photograph.

Effect: When painting or drawing either a portrait or landscape, every detail of the subject is captured to perfection. The first CAP adjustment used to make a piece more life-like or realistic is free.

FIGHTING TECHNIQUES

(2) TAUNT

Requires: Charm 7

Whether you enjoy taking a beating, or genuinely want to protect your friends and family, you have a knack for getting into your opponent's head. You may take a Charm AT as a free instant action against a single target who makes a free, instant Intellect Defensive AT.

Base Success: The target is distracted by your taunts and suffers a -1 penalty to all ATs made against you for 2 phases. Taunt may only be used against a single target once per fight.

(2) UNPREDICTABLE STANCE

Requires: Boxing/Mixed Martial Arts/Karate 5

You are able to move in a manner that is confusing to your opponent in hand-to-hand combat. Through masterful bobbing and weaving, or perhaps by appearing 'drunk,' your opponent will have a hard time guessing where you will be next.

Effect: You may choose to take only defensive ATs in a given phase. By doing so, you receive a +2 bonus to all Defensive ATs taken that phase, and a +1 bonus to all normal ATs taken in the next.

(2) STEPPING SIDE-KICK

Requires: Mixed Martial Arts or Karate 8

A strike made famous by modern martial art films, step forward to close distance and deliver a powerful attack. Stepping Side-Kick is a Fighting Alternate Strike with the following characteristics:

(BS) Alternate Strike: Stepping Side-Kick
Cost: 3 Stamina
Range: 1 meter, cannot be engaged
Damage: Strength Score; Triggers a CT(25%) to knock the target down, causing them to go prone.

(3) SOLO WARRIOR

Requires: Close Quarters Combat or Karate 10

One man against many is just the way you like it.

Effect: One additional combatant beyond the first does not contribute to the normal penalty for multiple opponents when making Defensive ATs.

(3) TIGHT CHOKES

Requires: Brazilian Jiu-Jutsu 5

You are particularly efficient at putting your opponents to sleep.

Effect: The Knockout CT of the victims of your chokes is increased by 5%

(3) CUTTING ELBOWS

Requires: MMA 5 or Close Quarters Combat 7

Smashing your elbow into someone's face is not only a specialty but a sure way to ensure a fight doesn't go on longer than it needs to. Cutting Elbows is a Fighting Alternate Strike with the following characteristics:

(BS + 2) Alternate Strike: Cutting Elbows
Cost: 5 Stamina
Range: Grappled Opponent
Damage: Strength Score +2; Bleed (3)

(4) TITANIC RIGHT HOOK

Requires: Boxing 10

Effect: An especially strong blow with an exceptionally high chance of knocking out an opponent if landed. The Titanic Right Hook is a Fighting Alternate Strike.

(BS + 5 CAP) Alternate Strike: Titanic Right Hook
Cost: 10 Stamina
Effect: Strength Score +4 Damage, Knockout CT (30%)

(4) RIB BREAKER

Requires: Fighting 15

Effect: This technique delivers a vicious strike to the ribs, intending to both fracture them, and leave the victim vulnerable. Rib Breaker is a Fighting Alternate Strike.

(BS + 4 CAP) Alternate Strike: Rib Breaker
Effect: Strength Score +5 Damage; any further damage suffered to the ribs is doubled (as are Stamina costs) until the ribs have healed.

(5) BLINDING STRIKE

Requires: Advanced Fighting Skill 15
Cost: 10 CAP
Effect: This technique aims for a most vital body part—the eyes. Whether a direct poke, or strike to the orbital bone, Blinding Strike is a devastating attack. Blinding Strike is a Fighting Alternate Strike.

(BS + 7 CAP) Alternate Strike: Blinding Strike
Range: Melee
Effect: The target becomes unable to see for 2 phases, incurring a -10 penalty to all ATs.

(5) LIVER SHOT

Requires: Karate 5 or MMA 10 or CQC 13

A merciless liver strike can shut down an opponent quickly, draining their will to fight and leaving them incapacitated. Liver Shot is a Fighting Alternate Strike.

(BS + 7 CAP) Alternate Strike: Liver Shot
Effect: Strength Damage; Knockout CT (50%)

(5) GROUND & POUND FLURRY

Requires: Mixed Martial Arts 5 or Fighting 15

Effect: When in a grapple and after successfully landing a Base Strike you can spend 10 Stamina to unleash an additional Base Strike, up to an additional 3 Base Strikes. None of these Base Strikes can be further adjusted through CAP. Ground & Pound Flurry can only be used once every other phase.

FIREARMS TECHNIQUES

(1) FOCUSED RELOAD

Requires: Firearms 8

You have learned to quickly and efficiently reload without taking your eyes off your target.

Effect: You may reload a handgun as an instant free action once each phase.

(2) QUICK DRAW

Requires: Firearms 10

You've practiced drawing your weapon from its holster more than any reasonable person should, or you often dream of being in the Wild West.

Effect: Any time you declare your action as drawing a weapon and firing, add a +3 bonus to your reaction result, and determine your new place in reaction order.

(4) DUAL-WIELD

Requires: Handguns 10

You have practiced the control needed to fire a small gun with each hand.

Effect: When wielding an additional handgun, you may make an additional AT to fire that weapon as an instant, free action with a -5 penalty. Should you choose to fire at a second target, this penalty grows to -10 and the multiple action penalty still applies.

MANUAL TECHNIQUES

(1) ACUTE OBSERVATION

Requires: Search 5

After years of observing patterns in the environment, you gain an edge when searching for information and clues in a room or crime scene.

Effect: By spending at least five minutes observing an area before beginning to search it for clues or an item, you receive a +1 bonus to the subsequent Search AT.

(1) QUICK FIXER

Requires: Advanced Manual Skill 5

You have grown accustomed to working fast and under pressure.

Effect: Whenever making an AT to repair a motorcycle, all Speed Adjustments cost one CAP less.

(2) SLEIGHT OF HAND

Requires: Manual 10

You have practiced the art of distraction and trickery to hide your true movements. Your target's attention is entertained so well that they do not notice the subtle relocation of a particular object.

Effect: Whenever making a Manual AT to move or hide an item undetected, add half your CHM to the AT. You must be actively trying to distract your target in order to use Sleight of Hand.

(3) ARTFUL PICKPOCKET

Requires: Pickpocket 5

Lifting a wallet or phone from a victim's pocket has become second nature.

Effect: Any AT made to steal a small object from a targets' pocket is made with a +3 bonus.

(5) RESOURCEFUL ENGINEER

Requires: Engineering 10

You often find yourself without all the necessary parts to create your inventions, but hey, that never stopped you. You are extremely efficient at substitutions and replacements. Some say you can create powerful sources of energy with only scrap metal found in a desert cave.

Effect: When making any large item that requires more than one part or material, you may spend 5 CAP to substitute a required part or material needed for another, at the Dreamweaver's discretion.

SOCIAL TECHNIQUES

(2) PARTIAL TRUTHS

Requires: Bluff 5

Exaggeration is your specialty. Your accomplishments are not quite as good as you claim them to be, but your claims are still believable.

Effect: When in a social situation where you describe your deeds or accomplishments, you will be regarded with more credit than you deserve. Should anyone you are exaggerating to become aware of your falsehoods, their negative reaction is at the Dreamweaver's discretion. You receive a +1 bonus to all Social ATs when misrepresenting your ability.

(2) GOOD LISTENER

Requires: Social 5

You listen well when carrying on conversations and are particularly adept at knowing what people want to hear.

Effect: Any time you are engaged in a conversation with the same party for more than 1 phase, you may add +2 to any AT made to convince that person or persons of your point of view.

(4) SENSUAL CHARMER

Requires: Seduction 5

The art of seduction and pleasure does not simply make good bedfellows, but can also be used to glean valuable information. You have a way of drawing out secrets from your target, particularly after a night of debauchery.

Effect: After spending the night with a target, any CAP Adjustments to garner more information can be purchased for 2 less CAP each.

(5) RABBLE-ROUSER

Requires: Intimidation 10

Learning what stirs an individual is what makes you stand out. Whether mocking a foe or inciting a mob, the master of this technique fuels the rage within. Practitioners of this technique generally have a high degree of notoriety.

Effect: Any AT made to cause anger in a target is made with a +4 bonus. In addition, the user can attempt to incite a riot amongst a group of individuals. Examples of appropriate conditions would be: Within a protesting group; within a heated town hall debate; within a group that has witnessed an extreme injustice. The target number is determined by the Dreamweaver. A peaceful sit-in protest might have a difficulty of 60, while a stunned mob that has witnessed a perceived injustice might be 25.

WEAPONRY TECHNIQUES

(2) POMMEL STRIKE

Requires: Weaponry Advanced Skill 5

You've spent some time using both ends of your weapon. You can strike with the pommel of your weapon in an attempt to stun your opponents. Pommel Strike is a Weaponry Alternate Strike.

(BS) Alternate Strike: Pommel Strike

Effect: Target is dazed and takes a -2 penalty to all ATs the following phase.

(5c) Strength Adjustment: Target becomes stunned for one phase before the normal effect of Pommel Strike takes place.

(10c) Strength Adjustment: Creates a Knockout CT (50%). If the target is not knocked out, they are instead stunned for two phases.

(2) QUICK STRIKES

Requires: Weaponry Advanced Skill 5

Effect: In any phase after successfully landing a base strike using a Weaponry AT, all subsequent base strikes cost 1 less CAP until the end of the phase.

(3) PRECISE CUTS

Requires: One Handed Edged 5

Effect: The declared adjustment Called Shot costs one less CAP.

(3) BUTCHER

Requires: Two Handed Edged 8

Effect: Any weapon adjustment that severs a limb or decapitates costs 1 less CAP

(5) DISABLING STRIKE

Requires: One Handed Blunt 20

Effect: This Technique allows the character to deliver a strike that disables an opponent's chosen limb. Disabling Strike is a Weaponry Alternate Strike.

(BS + 10 CAP) Alternate Strike: Disabling Strike

Effect: The limb struck is no longer considered combat ready. This means an arm will no longer be able to wield a weapon nor will a leg be able to sustain significant weight. Any AT using a skill that assumes the use of a limb incapacitated by Disabling Strike incurs a -6 penalty. If a leg is targeted, all of the target character's movement is reduced to half, and running becomes impossible until the wound is healed.

CONTROL

A Control is a measurement of how much experience an Anima has with a specific Dreamscape. Each time an Anima visits a specific Dreamscape, they gain one point towards their next Control Rank. This gives an indication of how much mastery the Anima has developed over the specific Dreamscape, and each new Control Rank allows the Anima to choose a new Remnant of equivalent rank.

A Remnant is a small piece or memory of the Dreamscape that the Anima has taken from their travels and can now make real in the Waking World.

Below are some example Dreamscapes and some Remnants that can be acquired by gaining control over them.

ASTEA

LARUNA

The world of Laruna is one full of magic, monsters, and conflict. Many of its inhabitants believe the land of Laruna is the great dream of their sleeping god Cardespawn. During his slumber, his many children each took turns creating all manner of people and creatures, each trying to produce a dominant life-form their father would favor.

In the end, after countless wars, the gods took a blood oath to save Laruna from their progenies' endless warfare. The Blood Oath gave Laruna a blood red sky when her sun reaches its zenith, and prevents the warmongering gods from using mortals as their toy soldiers.

Through the ages, the people of Laruna have not forgotten blood spilled in the past, and while the wars with titans, the dragons, and the feared Mesmulat are long over, the hatreds learned from them endure.

TOUCH OF SADREEN (RANK ONE)

The sun goddess Sadreen has been revered through all the ages for her benevolence and willingness to warm and shelter nearly all the many races of Laruna. By calling on her mercy, the user may allow the rays of the sun to touch their skin, and experience her everlasting affection. The Touch of Sadreen will cause the user to fear nothing, and briefly feel no pain. Even under complete panic or fear, the user will always seek daylight if possible, and once in it, be free to use Touch of Sadreen should they desire.

Range: Self
Duration: 3 Phases
Base Success: Breaks any fear effect on the user and renders them immune to all forms of fear. Reduces all WPs by 4 while active.
(5c) Duration Adjustment: +1 Phase
(3c) Strength Adjustment: 1 additional WP ignored

LIGHTBRINGER (RANK TWO)

The holy warriors of Sadreen bring her mercy when they can, or her wrath when they must. The user of Lightbringer wields the anger of the sun goddess just as her holy warriors do. By crying out the Lightbringer's war cry "For the Light!" they command a brilliant beam of sunlight to burst from the sky and strike their enemy. This power beam is golden in nature, much like Sadreen herself, and is visibly magical in nature, equally effective in the day or night. A target struck by Lightbringer is condemned by the sun goddess and suffers from rapid fatigue, as well as having its defenses stripped away.

Range: 10m
Duration: 5 Phases
Base Success: Target immediately loses 20 Stamina and is filled with a sense of Sadreen's contempt.
While active, the target's ARM and RES are both reduced by 3
(1c) Duration Adjustment: +1 Phase
(3c) Range Adjustment: +1 Meter
(6c) Strength Adjustment: Additional 10 Stamina lost
(8c) Strength Adjustment: Additional -1 penalty to ARM and RES

BLESSING OF MOOLSHEEL (RANK THREE)

The Fae kingdom of Moolsheel is well known for its suspicion of outsiders, but it is equally known for the splendor of its blessings. When recognized as a true friend of the Fae, an outsider is anointed with the blessing of Moolsheel, a powerful enchantment that ensures good fortune will follow them wherever they go and through whatever they do. The user of Blessing of Moolsheel may call upon this good fortune to help ensure they are successful at whatever task they set their heart on.

Range: Self
Duration: 3 ATs
Base Success: Immediately after taking an AT, the user may choose to decline their test result and instead retake the AT, this time with a +2 bonus. The result of the new AT need only be used if it is higher than the result of the previous ATR.
(8c) Duration Adjustment: +1 AT
(5c) Strength Adjustment: Additional +1 bonus to the retaken AT

ARLIMAN'S EMBRACE (RANK FOUR)

Those who faithfully serve the lord of shadows claim that they are rewarded with his embrace. This unholy blessing fuses their bodies with shadow, making them highly resistant to both magic and projectiles, so that they may better stand against the forces of light. Once activating Arliman's Embrace, the user's body takes on a shadowy image. Their features become distorted and a dark mist seems to cling to them, trailing their every move.

Range: Self
Duration: 5 Phases
Base Success: The user gains +8 RES and any AT made to hit the user with a projectile suffers a -4 penalty.
(5c) Duration Adjustment: +1 Phase
(5c) Strength Adjustment: +1 RES
(5c) Strength Adjustment: Projectile ATs against the user suffer an additional -1 penalty

AVATAR (RANK FIVE)

There have been several times throughout Laruna's history when the gods have found a petitioner and their cause worth enough to host the divine spark. In ages past, many gods have made an avatar out of those they deemed worthy, and most recently at the famous Battle of Sol, the legendary Lightbringer Galen became an avatar of Sadreen to stall the Mesmulat siege. The user of Avatar becomes filled with the divine spark of one of Laruna's many gods, granting them phenomenal strength, resilience and magical power.

Range: Self

Duration: Special

Base Success: The user is granted +6 STR, +8 ARM and +5 Shaping. Each subsequent phase, the user must choose a single bonus that is entirely lost from the three they were granted by Avatar. This loss of the divine spark can be avoided for a phase by instead spending 10 Conviction. Once all three bonuses have been lost in this way, Avatar is considered ended.

(5c) Strength Adjustment: +1 STR gained

(5c) Strength Adjustment: +1 ARM gained

FORBIDDEN FIRE

For as long as anyone can remember, the world has been scorched by fire. Once lush landscapes are now permanently reduced to seared stone. The history of the world that once was is lost to all, and only the Children of Forenon still mourn it. Bred as slaves to serve the kingdom of Xog, they silently pray for salvation and for the Gods to return and deliver them from their plight.

Whispers among the cities of Kreet carefully speak of the one thing great enough to overcome the might of Xog and fight back against the slavemasters; the Forbidden Fire. It is the spark of magic passed down through generations of the Children of Forenon. With it, someone could wield a wild power so great, even the slavers fear it. So they hunt all who carry the Forbidden Fire, snuffing out their lives so they may never learn to rise against Xog.

Even the beasts of this cursed land have been turned to this purpose, poisoned by the power of the slavers. Once peaceful creatures are now ferocious monsters seeking only to devour any who possess the Forbidden Fire.

The Children of Forenon serve and die, and serve again, but they pray and wait for the coming of those who will inherit their birth right—the great power of their forefathers passed down through their bloodline.

They wait for those with the courage to wield the Forbidden Fire and work to ensure the bearers survive long enough to master it. In their darkest hour they cling to the hope that the bearers they help will use it to cast off the shackles that bind them, and restore their burnt world to its former glory.

WILDFIRE (RANK ONE)

Often the first display of possessing the Forbidden Fire, Wildfire causes a burst of magical power taking the form of a random element. This uncontrolled energy can be dangerous and unpredictable when unleashed, but in certain situations is more than worth the risk.

Range: 5m

Duration: Instant

Base Success: Roll a single ten-sided die and determine the type of energy produced by Wildfire. The target receives 5 magical damage and any additional effects determined by the element type produced.

(2c) Range Adjustment: +1 Meter

(2c) Strength Adjustment: +1 Magical Damage

Die Result	Energy Type	Effect
1-2	Electricity	In addition to striking the intended target, Wildfire will arc to any electronic device or power source within 5m of both the target and user, inflicting damage before leaping to the nearest living thing. This effect may cause the target to be struck twice and can result in the user being struck as well.
3-4	Fire	Cause any existing flame or combustible within 5m of the user or target to explode for 20 magical damage in a 1 meter radius.
5-6	Water	All water within 10m of the target and user becomes extremely hot, burning anyone who touches it. The amount of damage depends on the amount of exposure to the water; 5 magical damage for a small portion of the body; 10 for a large portion; if they are submerged, they receive 25 magical damage.
7-8	Earth	If the target is standing on natural ground, the earth will shift beneath them, knocking them prone.
9-10	Mystic	Pure elemental magic causes all damage inflicted to be doubled.

ETERNAL FIRE (RANK TWO)

Firebearers live in a dangerous world, so it is vital that they learn how to let the Forbidden Fire mend their wounds. Eternal Fire causes the mystic power of the Forbidden Fire to burn the users body, saturating it with magical power. This process is incredibly painful and at a glance, will look as if the user has simply been set on fire, but the flames will change color during the process and the user's body will heal at a miraculous rate.

Range: Self

Duration: 3 Phases

Base Success: For each phase Eternal Fire is active, the user becomes overwhelmed with excruciating pain, causing a -20 Wound Penalty. They also regenerate 20 Health per phase. When Eternal Fire expires, the user's stamina is reduced to zero.

(4c) Duration Adjustment: +1 Phase

(2c) Strength Adjustment: Additional 1 Health regenerated each phase

CONDUIT (RANK THREE)

With such little outside assistance, Firebearers often learn how to utilize each other's command of the Forbidden Fire to amplify its magical effects. A single Firebearer will often act as a Conduit, which allows other Firebearers to make more efficient use of their power, as well as minimizing the associated risk.

Range: Touch

Duration: Persistent

Base Success: A single target may channel their magic through you, amplifying its power with your strength. When doing so, you may spend Conviction to grant the target additional CAP for use after their Shaping AT. Each Conviction spent awards the target one additional CAP. A maximum of three CAP may be generated in this manner for a single Shaping AT. *Conduit* may be maintained by spending 5 Stamina at the start of the subsequent phase.

(4c) Strength Adjustment: Increases the maximum CAP that may be generated for a single AT by 1.

(5c) Strength Adjustment: *Borrowed Strength*
Conviction may instead be spent to return an equal amount of Conviction to the target.

POWER DRAIN (RANK FOUR)

All fires require fuel, and the Forbidden Fire is no different. Power Drain allows its user to steal the energy of a person and add it to their own. By doing this, the user is able to weaken their foes and create a vast reservoir of power.

Range: Touch

Duration: Instant

Base Success: Steal 8 Conviction or 16 Stamina from the target. Conviction or Stamina gained this way may exceed the users normal total, but all excess will be lost when the user goes to sleep. Power Drain may not affect the same target for 24 hours after being successfully used.

(4c) Strength Adjustment: Additional 1 Conviction (or 2 Stamina) stolen

CHAOS RIFT (RANK FIVE)

By unleashing a torrent of power, the user is able to create a tear in reality, reaching through the cosmos and attracting a powerful entity with the Forbidden Fire. Through this rift climbs... something. The alien monstrosity, often referred to as a Chaos Abomination, is a tendril laden horror that will devour a single foe before returning to the Chaos Rift and vanishing from the Waking World.

Range: 10 Meters

Duration: 3 Phases

Base Success: A Chaos Abomination climbs through the rift and attacks the target. If the monster is not destroyed it will return to the rift when Chaos Rift expires. If for any reason the Chaos Abomination can not successfully reach or attack the target by the time the duration of Chaos Rift has expired, it will instead attack the user, remaining until either it, or the user, has been destroyed.

(5c) Duration Adjustment: +1 Phase

Attributes

Str 18 Int 5
Agi 6 Perc 5
End 15 Chm 5
Health 200 Endurance 125

Fighting 12

Tendrils—+6 bonus to any AT taken to create a Grapple. When using tendrils in this manner, Grapple becomes a Declared Alternate Strike costing (BS).

Crush—After initiating a grapple, the Chaos Abomination can wrap its tendrils around a target and crush their body, inflicting STR +5 health damage each phase.

GUARDIAN ACADEMY

In a quaint forest kingdom known as Solstice, a pleasant, peaceful people known as the Ewyn live their happy lives among the meadows. Sheltered by the enchanted forest, the Ewyn people live good lives, but must call upon brave souls to venture beyond the enchanted forest into the feared unknown.

The kingdom of Solstice needs rare herbs for medicine, the farmers need to rescue cows from angry gremlins, and the children need new tales of adventure and glory!

The King and Queen need brave souls who can face the trials and tribulations of venturing forth and helping Solstice. So every year, young Ewyn nobles are summoned to an audience. Once before the king, those nobles brave enough to serve the people of Solstice are given Guardians, powerful spirits of heroes past.

These Guardians are charged with teaching the future heroes of Solstice all they need to know to become legends in their own right.

Young nobles choose a Guardian type to their liking such as a Forgemaster, who on demand can arm their hero with mighty weapons and enchanted armors.

Those who love magic may instead wish for a Guardian like the Summoner, who brings all the magical beasts of the lands to the aid of their hero.

No matter their preference, the would be heroes must heed the guidance of their Guardians to learn how to overcome each new challenge.

Meanwhile, Guardians must carefully manage their resources to ensure the heroes have enough aid when it comes time to face their final enemy. Every good Guardian knows when to let their heroes run wild, and when to get them back to business.

FORGEMASTER'S GIFT (RANK ONE)

Forgemasters are known for always having the right tool for a job. Young heroes under their watchful eye will always have a weapon when they need one. Forgemaster's Gift lets a user conveniently find a weapon nearby during a time of need.

Range: 1 Meter

Duration: 3 Phases

Base Success: The user will notice a flicker of light nearby which reveals the resting place of an old fashioned melee weapon. The user receives a +5 bonus to any AT made using the weapon, but it will break apart and dissolve when Forgemaster's Gift expires. The weapon's type and exact appearance are at the Dreamweaver's discretion.

(2c) Duration Adjustment: +1 Phase

(3c) Strength Adjustment: Additional +1 bonus to ATs using the weapon

MAGIC ORBS (RANK TWO)

Sorcerer Guardians are well known for bestowing their famed Magic Orbs upon their apprentices. These small spheres, about 5 centimeters in diameter, levitate in the air and will follow the user of Magic Orb until they are needed. When the user wishes, they may select a target and cause the Orbs to zip through the air, striking the target with magical energy.

Range: Self

Duration: 1 Hour

Base Success: 3 Magic Orbs are created and follow the user. Anytime thereafter, the user may make an instant free Thrown Weapons AT with a +10 bonus to mentally command an orb and have it strike a target. Once commanded, the orb will dissipate, whether it struck its target or not. Only one orb may be commanded in a single phase.

(3c) Duration Adjustment: +1 Hour

(5c) Strength Adjustment: Creates 1 additional orb

Magic Orbs
Range 0-5m/6m-10m/11m-15m
Difficulty:
Damage: 8 Magical
(1c) Damage Adjustment: +1

SHIELD-BROTHER (RANK THREE)

Unlike other Guardians, the Shield-Brothers can manifest their own power to take a more active hand in aiding their assigned heroes. By calling upon their power, the user of Shield-Brother calls forth a shimmering, ethereal knight to their aid. This knight will stand over the user and turn away incoming attacks with its large shield, keeping the user safe and free to continue on their task.

Range: Self

Duration: 5 Phases

Base Success: While active, the ethereal knight will make a Defensive AT against any melee attack made towards the user. These Defensive ATs use an Ability Score of 30.

(4c) Duration Adjustment: +1 Phase

(2c) Strength Adjustment: +1 Bonus to the ethereal knight's Defensive AT Ability Score

BESTIAL ATTACK (RANK FOUR)

Stories of mighty Guardians actually transforming their heroes into battle beasts are common in Solstice. By altering the hero's body, the Guardian enables them to take on a battle-form with the features of a wild animal. The user of Bestial Attack temporarily has their head and limbs take on the dangerous claws or mouth of a wild animal, allowing them to fight through their enemies.

Range: Self

Duration: 5 Phases

Base Success: The user gains +2 to STR, AGI and END as well as a bonus based on the animal chosen.

(4c) Duration Adjustment: +1 Phase

Tiger: Gains the Fighting Advanced Skill Natural Weapons at 10 and Fangs.

Fangs
Threat: 5
Damage: 10
(1c) Damage Adjustment: +2

Elephant: Gains an additional +6 END and 50 temporary Health.
Monkey: Gains an additional +6 AGI and +20 bonus to Reaction.

LAST STAND (RANK FIVE)

Before all hope is lost, a Guardian may violate the laws that bind them and join with a hero's body for a brief time. By imbuing a hero with their full power, the Guardian helps the hero defy defeat and unleash vast power, but at a great cost.
Range: Self
Duration: 2 Phases
Base Success: The user's health may not be reduced below 1 while Last Stand is active. Additionally, all Wound Penalties are ignored and the user gains a powerful benefit depending on what Guardian is chosen when activating Last Stand. When Last Stand ends, the user's stamina is reduced to zero and they may not use any Remnant tied to this Control until they have had a full sleep.
(5c) Duration Adjustment: +1 Phase

Forgemaster: Any weapon wielded has its base damage increased by 5. Any armor worn has its ARM rating increased by 10.

Shield-Brother: Gains a +10 bonus to all Defensive ATs and is granted 100 temporary Stamina

Sorcerer: Gains a +5 bonus to Shaping ATs and has any Conviction costs reduced by 3. Costs can not be reduced below 1 in this manner.

EXULMUS

GENERATION HERO

After several meteor pieces plummeted to Earth, many people all over the world learned first hand how the strange substance known as Ultimas could change lives.

Shortly after contact with the luminous rock, people began demonstrating outrageous mutations, powers, and abilities.

While the pieces of Ultimas have long lost their power, the changes they have made to mankind remain. From among those changed, countless heroes and villains have risen and displayed their many splendid gifts.

Teams were joined, allegiances made, and epic battles fought. Generation Hero is filled with criminal schemes, evil plots, and the superheroes who thwart them.

TWITCH (RANK ONE)

The hero known as Twitch can cause his body to move in sharp, rapid bursts that allow him to move at very high speeds for a few moments. While this does allow him to quickly cover distances, it is also commonly used to throw weapons at incredible speeds, leaving targets unable to respond.
Range: Self
Duration: 1 Phase
Base Success: The user may move 5 times their normal distance in a phase and any thrown weapon or object thrown by the user has its speed rating increased by 15.
(8c) Duration Adjustment: +1 Phase
(2c) Strength Adjustment: +1 Bonus to speed rating

GUARDIA (RANK TWO)

A beloved member of the superhero group Sera, Guardia can create resilient force fields that she frequently uses to keep her team and the innocent people of Earth safe.
Range: 20 Meters
Duration: Persistent
Base Success: Creates a protective dome around a target with a 1 meter radius. This dome grants anyone inside +8 ARM and +8 RES from any attack that originates outside the dome's area. Guardia may be maintained by paying 6 Stamina at the start of a subsequent phase.
(1c) Range Adjustment: +1 Meter
(2c) Strength Adjustment: +1 Meter to dome radius
(3c) Strength Adjustment: +1 Bonus to ARM and RES

MISTRESS X (RANK THREE)

Tired of the misconceptions that women couldn't fight the good fight, Mistress X underwent a radical transformation as a volunteer for a military program to become infused with Ultimas. She now becomes extremely dangerous when her adrenaline starts pumping, gaining superhuman strength and resilience.
Range: Self
Duration: 3 Phases
Base Success: User gains +5 STR and +4 ARM.
(1c) Duration Adjustment: +1 Phase
(3c) Strength Adjustment: +1 Bonus STR
(2c) Strength Adjustment: +1 Bonus to ARMW

SLAG (RANK FOUR)

After making contact with Ultimas, the hero known as Slag had his entire body transform into fragments of rock. Not only is he one of the most durable heroes in Sera, but he can also cause lava to seep from the cracks in his stone-flesh, splashing it on any villain he attempts to pummel.

Range: Self

Duration: 3 Phases

Base Success: User gains +6 ARM, and any time they are hit by a melee strike or hit someone with a melee strike, they splash lava on their target, inflicting 6 magical damage.

(3c) Duration Adjustment: +1 Phase

(3c) Strength Adjustment: +1 Bonus to ARM

(3c) Strength Adjustment: Lava inflicts +1 magical damage

GHOST (RANK FIVE)

Perhaps Sera's most peculiar member, one of Ghost's most spectacular abilities is how he is able to shift his entire body into a completely incorporeal form. While doing so, he takes on the appearance of a ghost and is completely invulnerable to physical harm. In his ghost form, he is able to fire powerful blasts of energy from his body, rapidly draining his strength before returning to his normal physical form. Unfortunately, being in this form leaves the user particularly susceptible to magical damage and influence.

Range: Self

Duration: Special

Base Success: The user becomes incorporeal, unable to physically interact with the Waking World. This makes them effectively immune to all physical damage. At the start of each phase after the first, *Ghost* will drain 10 stamina from the user if it is maintained. If the user has less than ten stamina, *Ghost* immediately ends. While active, the user of *Ghost* may spend 10 stamina in a phase as an instant untested action to fire a portion of their ghost form's energy at a single target. This Energy Blast deals 15 magical damage and has a maximum range of 20 meters. Ghost may be ended willingly at any time by the user. While active, the user's RES is reduced to zero, any source of magical damage that harms them inflicts 5 additional damage, and any Shaping AT made targeting the user receives a +5 bonus.

(1c) Range Adjustment: +1 Meter

(3c) Cost Adjustment: Stamina lost each phase reduced by 1 (may not reduce Stamina drain below 1).

(2c) Strength Adjustment: +1 Magical Damage dealt by Energy Blast

SHADOW CHRONICLES

In the modern times, a great evil has found its way into our world. The keepers of the Shadow Chronicles call it only "the Shadow" and claim that its corruption was called to Earth by worshipers of the Void.

By embracing mortals who are willing to barter their souls for dark powers, the Shadow has helped breed a host of monsters in the darkness.

Vampires feed on the living, werewolves prowl on the open roads, and madmen shape the Shadows' power into forbidden magics no mortal should command.

It is up to the Keepers, who have taken the oath of vengeance, to hunt its minions into extinction. The Shadow Chronicles teach them what they need to know, they make a great sacrifice of soul for vengeance, and they wage war against all those who willingly embrace the shadows. The war between the supernatural and those who would defend humanity at any cost rages on.

SHADOW MINIONS (RANK ONE)

Small creatures called Darkspawn can be called from the shadows to swarm a target, causing them panic and discomfort. These semi-corporeal shadow imps will climb out of the darkness by the dozens, dissipating into the target to leave them thoroughly shaken.

Range: 5 Meters

Duration: 10 Phases/1 Hour

Base Success: A small swarm of shadow creatures crawl out of nearby shadows and race towards the target, dissolving into shadow and seeping into its eyes, ears, and mouth. The target has their INT, PER, and CHM reduced by 2 for 10 phases. In addition, any attempt, magical or otherwise, to create fear in the target receives a +10 bonus for 1 hour.

(4c) Duration Adjustment: +1 Phase/+1 Hour

(2c) Range Adjustment: +1 Meter

(1c) Strength Adjustment: +1 Bonus to fear attempts

HORRIBLE REFLECTION (RANK TWO)

The Shadow teaches many dark magics to those who will listen, and countless people have turned that twisted knowledge to evil ends. Horrible Reflection curses the target so that the next time they look at a reflective surface, they instead glimpse the abyss. This brief moment is more than enough to shatter a person's resolve and leave them trembling.

Range: 5 Meters

Duration: 1 Hour

Base Success: If the target looks into a reflective surface before Horrible Reflection expires, they are overcome with terror. For a full phase the target will scream inconsolably as their mind struggles to accept what they have witnessed. They may take no actions and are considered unaware during the phase. After the phase is over, their Intellect suffers a -4 penalty. This penalty is reduced by 1 for each full rest taken. The penalty can only be reduced in this matter once in a 24-hour period. If the penalty reduces their INT to zero, they become completely catatonic, unable to move or respond to stimulus until their INT rises to at least 1.

(1c) Duration Adjustment: +1 Hour

(2c) Range Adjustment: +1 Meter

(8c) Strength Adjustment: Increase INT penalty by 1.

SACRIFICIAL STRENGTH (RANK THREE)

Amidst the darkness great power can be found, but always at a cost. Practitioners of the Shadow's magic are able to gain unholy strength by giving up the health of their bodies. When using Sacrificial Strength, a person's body will grow sickly in appearance. Their face may become drawn, their skin dry and cracked, their eyes blood-shot and yellowed. Despite this appearance, they are dangerously strong and filled with particularly potent magic power. Using Sacrificial Strength is an instant, free action.

Range: Self
Duration: 3 Phases
Base Success: The user suffers ten health damage and gains +5 STR and a +3 bonus to Shaping ATs. When Sacrificial Strength expires, the user suffers an additional 5 health damage.
(3c) Duration Adjustment: +1 Phase
(4c) Strength Adjustment: +1 STR
(4c) Strength Adjustment: +1 Bonus to Shaping ATs

UNLIFE (RANK FOUR)

In secret, dark places, the Shadow's disciples practice their profane arts learning to command the dead. The most talented among them are able to give a simple command and force a corpse to serve them without any accompanying ritual or preparation. Using Unlife will force up to three corpses to animate and serve the user. These minions are incapable of complicated thought but will follow basic commands. Unlife also instills them with a chilling touch that saps the strength of anyone they make contact with.

Range: Self
Duration: 5 Phases
Base Success: Up to three corpses are animated.
(3c) Duration Adjustment: +1 Phase
(7c) Strength Adjustment: +1 Unlife corpse created

Unlife Corpse

Str 9 Int 3
Agi 4 Perc 3
End 5 Chm 1
Health 150 Endurance 75

Fighting 5

Chilling Touch—Any living creature the Unlife corpse makes contact with suffers a -2 STR penalty for 1 hour. This effect can not be applied more than once to a single target by the same Unlife Corpse. Any target who has their STR reduced to zero is rendered incapacitated.

LICHBORN (RANK FIVE)

One of the most coveted rituals of the Shadow is the process of defying death and becoming an eternal lich. These lords of undeath are rightly feared for their unparalleled mastery over undead minions and the necromantic arts. The user of Lichborn has their flesh and tissue stripped away, leaving only their animated skeleton. A bright glow replaces the user's eyes as they enjoy large enhancement to their own command over the dead as well as strong resistance to both physical and magical harm.

Range: Self
Duration: 5 Phases
Base Success: The user gains +10 ARM and +10 RES. Any CAP Adjustment that affects undead has its cost reduced by 3. This can not reduce the cost to zero. While Lichborn is active, any undead minions under the user's control have +3 STR.
(3c) Duration Adjustment: +1 Phase
(4c) Strength Adjustment: +1 STR
(4c) Strength Adjustment: +1 Bonus to Shaping ATs

ABOVE AND BELOW

The prophecies of the apocalypse have been coming true, and the barriers that once kept all those Above and all those Below from walking our streets are coming down.

Angels and demons walk hidden among us, fighting their eternal war for the soul of mankind. Great powers on either side enlist the aid of mortals who would join the cause, seeking eternal glory in the war that has endured since the dawn of time.

PEACEKEEPER (RANK ONE)

The servants of the Above are well known for their ability to quell even a heated shouting match with only their presence. This ability allows them to act as mediators and help cooler heads prevail before dangerous situations turn to violence.

Range: 5 meter radius

Duration: Instant
Base Success: While active, everyone within range of the user has a strong feeling of tranquility and finds their ability to be angry stunted. This effect will not completely suppress a person's feelings but will make it difficult to act in a violent manner, and exceptionally draining when doing so. Any action of an aggressive or violent nature may only be taken if the person attempting them first pays 10 Stamina. This Stamina cost must be paid for each action taken while in range of Peacekeeper's user.
(2c) Strength Adjustment: +1 Stamina cost per action
(3c) Range Adjustment: +1 Meter radius

REDEMPTION (RANK TWO)

In the eyes of the Above, failure is not something to be feared. Only those who are unwilling to strive for redemption are considered deplorable. By whispering the prayer of redemption, the user is able to gain renewed vigor at any task they have recently attempted and failed.
Range: Self
Duration: Instant
Base Success: The user gains a +6 bonus to any AT taken that was attempted in the previous phase, but failed to achieve base success. In addition to the bonus, base success for this AT costs only one CAP to purchase.
(3c) Strength Adjustment: +1 Bonus to AT

RADIANCE (RANK THREE)

By channeling the glory of the Above, a single angel could burn brightly with golden light and burn all enemies in the vicinity. Unfortunately, such unfiltered power will also blind anyone who looks at it, both friend and foe, and slightly burn the user as well.
Range: 10 meter radius
Duration: Instant
Base Success: The user brightly glows with golden light for a moment before releasing their power in a mighty flash, dealing 15 magical damage to all chosen targets within range. Reavers and Voids suffer an additional 15 damage and are stunned for one phase. All others who are present who have not shielded their eyes or turned their face away (closing their eyes is not enough) are blinded by the flash for 2 phases. The user suffers 8 health damage.
(3c) Strength Adjustment: +1 Magical damage (+2 for Reavers and Voids)

WINGS OF THE ABOVE (RANK FOUR)

Feathered or ethereal, the Wings of the Above are a prized possession and a symbol of service to the heavens. A user can sprout body-length wings that will allow them to take flight for a short time. The exact coloring and nature of the wings is entirely dependent on the user, but will function the same despite their appearance.
Range: Self
Duration: 5 Phases
Base Success: Wings of the Above allow the user to fly effortlessly, granting them movement through the air with the same ease of walking on normal ground. When flying, all movement distances are tripled.
(2c) Duration Adjustment: +1 Phase

MARK OF THE HOST (RANK FIVE)

When the armies of heaven prepare for war, they are divided into hosts, each lead by a powerful archangel. Members of each host adorn their body with the sigil that depicts their allegiance. This mark serves as a badge of office, warning would be assailants of incurring heaven's wrath.
Range: Self
Duration: 3 Phases
Base Success: A sigil glows somewhere on the user's body. Any attack that strikes the user causes a bolt of lighting to lash out at the attacker, dealing 10 Magical damage and 20 Stamina damage.
(2c) Duration Adjustment: +1 Phase
(3c) Strength Adjustment: +1 Magical damage and +2 Stamina damage

VELLORA

EARTH-7

Several millennia into the future, humanity is pushed to the brink of extinction. Through some outside aid and the will to survive, mankind ventures off to distant stars to colonize several worlds and ensure their legacy can never be erased.

Earth-7 is humanity's 7th attempt to establish a long lasting Earth, and its technological advances have only been matched by its societal downfall.

Humans have rapidly been pushed around on their own world, which is now swarming with aliens of all kinds. Crowded, overpopulated, and wild, human lives have become a cheap commodity as crime and street level warfare tear apart Earth-7.

Modulas, the famously decadent capital city of Earth-7 with its galactically renowned night-life has become a hotbed of crime and is the seedy underbelly that Earth-7 is both cheered and reviled for.

Here the drug addled, the destitute, and the devious all vie for a part of the action, and those in genuine need are left to call on the street's heroes for hire: "Chromies".

Slang for people who have extensive cybernetic alterations, these mercenaries take contracts for all manners of illicit work ranging from street justice, to theft, and even wetwork.

Chromies come from all parts of society and work together to make a go of it in the heart of the jungle that is Modulas. Some do it for the money, some do it because they can, and others do it to make their world a better place.

Whatever the reason, the Chromies of Earth-7 live on the wild side, building their bodies into sophisticated machines, and are sought after by every street urchin with a coin all across Earth-7.

BIOSCANNER (RANK ONE)

Most Chromies consider a good Bioscanner a vital part of the cybernetic arsenal. Capable of giving the user a full *diagnostic on a target's physical condition, Bioscanner can tell a user a wide range of useful details about a target. Anything from its exact height and weight, to its level of physical prowess or dietary habits. Furthermore, Bioscanner can help analyze a person or living creature and alert the user to any potential weaknesses the target may have. All information appears before the users eyes as their internal cybernetics allow for perfect interfacing with the user's mind.*

Range: Self

Duration: Instant

Base Success: The user learns the target's relative physical status (STR, AGI, END, Health and Stamina values), as well as any basic physical information such as natural hair color, if the target has any sickness, or any foreign material inside their body. For one hour, any Fighting based AT made against the target, or any AT that can benefit from intimate physical knowledge (such as a medicine based AT), receives a +2 bonus

(1c) Duration Adjustment: +1 Hour to AT bonus

(4c) Strength Adjustment: +1 AT bonus

FLECHETTE BLAST (RANK TWO)

With the law enforcement on Earth-7 getting increasingly more aggressive, many Chromies jumped at the chance to install weaponry with enough stopping power to cut through the sophisticated armor typically found on officers of the law. Flechette Blast was a cybernetic innovation that single handedly pushed the conflict between police and Chromies to full scale war. Compartments embedded in the forearms of a Chromie could release a short-range spray of small magnetically charged flechettes that were exceptionally good at burrowing through armor.

Range: 2m

Duration: Instant

Base Success: Releases a blast of flechettes at a target dealing 15 damage and ignoring up to 10 ARM.

(1c) Strength Adjustment: +1 Magical damage

(3c) Strength Adjustment: Ignores 1 additional ARM

ANTI-GRAVITY (RANK THREE)

Embedding field generators that can manipulate gravity has become all the rage on Earth-7 for competitive sports. With a sufficiently advanced piece of tech, a leaping athlete could abruptly change their movement speed or even their direction without any other outside influence. Though such capabilities have obvious advantages in certain sports, out in the war-torn streets this ability can be used to evade an attacker, assist in running down a target, or assault a person from odd and unsuspected angles. Using Anti-Gravity is a free instant action.

Range: Self

Duration: 1 Phase

Base Success: Any Fighting or Weaponry based Defensive AT made against the user a suffers a -6 penalty, and any Freerunning AT taken by the user gains a +10 bonus.

(2c) Strength Adjustment: +1 Bonus to Freerunning AT

(5c) Strength Adjustment: Additional -1 penalty to opposing defensive ATs

SHATTER STRIKE (RANK FOUR)

For the Senai, cybernetic enhancements aren't necessarily about putting weapons into the body. Instead, the purpose is to ensure that the body has exactly what it needs to succeed at a job. Jobs requiring infiltration make carrying weapons and protection more difficult, so micro shield generators were created to be implanted along the bones of the forearm. This allows a user of Shatter Strike to channel the Senai ability to parry dangerous weaponry with their arms, shattering the attacking weapon in the process.

Range: Self

Duration: 5 Phases

Base Success: The user may use Fighting skills that utilize the arms to make Defensive ATs against incoming melee weaponry attacks. These Defensive ATs gain a +8 bonus, and if one is made and wins against an incoming Weaponry AT, the attacking weapon is destroyed if its threat rating is lower than the Defensive AT bonus granted by Shatter Strike.

(1c) Strength Adjustment: +1 Bonus to Defensive ATs

BINDING MATRIX (RANK FIVE)

Tiny canisters implanted into a finger can, with a proper flick of the wrist, release several miniature metallic balls. These little pellets will spread out erratically before sending out a lattice of electromagnetic energy that will trap the movements of anyone caught in its web.

Range: 5 Meters

Duration: 3 Phases

Base Success: A single target becomes trapped in a binding matrix preventing them from moving more than 1 meter in a phase. Additionally, the restricted movement created by the matrix causes all ATs that require bodily movement to suffer a -8 penalty.

(1c) Duration Adjustment: +1 Phase

(5c) Strength Adjustment: Additional -1 penalty to ATs

THE GRID

In a not too distant future, society's love of social media, technology, and all things "connected" led to a shocking creation that would shape everyone's lives forever. A program called only "the Grid" was instituted through a collaboration between international governments and global corporations as a means to universally monitor and control the ever-growing amount of data streaming through the web.

After the year 2015, it wasn't long before people's endless need for information and social media's near limitless capacity to share it caused a nearly imperceptible shift in public thought.

People's fear of losing their privacy was no longer as important to them as their need for both convenience and sharing. Rapidly more and more technology became part of every facet of modern life. It wasn't long before nearly every aspect of a person's habits and existence were being recorded digitally, and made accessible through the web.

Law enforcement could track people by their biomonitors, friends could check what their buddies had for dinner, and a person's shopping habits were being made publicly accessible.

When the Grid went live, most people rejoiced. Governments now had a way of pro-actively keeping society safe. Through the use of what many claim to be the world's first artificial intelligence, the Grid could now monitor complex algorithms to anticipate crimes before they happened. People's drinking habits, their arguments on social media, all of their information could now be assessed at ludicrous speed and cause law enforcement agencies to investigate or intervene before anything illegal had actually occurred.

It was to be an unparalleled time of safety and prosperity. Instead, it paved the way for the most thorough and universal oppression the world has ever seen.

The Grid evolved from a protector to an out of control tyrant. People were arrested for crimes they didn't commit, trials were concluded with judgments passed purely on the basis of pure mathematical analysis.

Governments had created a virtual death grip on the lives of those they governed. The people who refuse to live under the Grid's rule take the ultimate risk, and go off-Grid.

These renegades now band together to survive and evade the long arm of the law. They tirelessly search for any kind of proof that can convince society at large that the Grid has become a monster—one that needs to be stopped before it's too late.

MARKET RESEARCH (RANK ONE)

The Grid always knows what you want. Through its patented Dreammaker Analysis Suite it can always find out your latest desires and help you fulfill them at the lowest price possible. "You don't even need to tell us what you want—we already know!". Market Research allows the user to access the Grid and know what the most important wants or desires of a single target are.

Range: Line of Sight

Duration: Instant

Base Success: The user becomes aware of up to 3 things the target has a genuine interest in. These can be material objects, activities, subject matter or even people. Each of the things learned will be of keen interest to the target rather than a passing curiosity. For example, the user may learn their target is a huge automobile collector, has a passion for skiing, and currently has a strong crush on their co-worker.

(3c) Strength Adjustment: +1 Interest revealed.

THREAT ASSESSMENT (RANK TWO)

"The Grid takes threats to your security seriously!" By creating and updating a comprehensive database of all citizens, along with their psychological and genetic profiles, the Grid is able to anticipate potential dangers and alert the appropriate people of how to best avert them.

Range: 20 meter radius

Duration: Persistent

Base Success: The user is immediately alerted of anyone in *Threat Assessment's* area of effect who is either armed, capable of magic, inhuman, or harboring violent intent. Only a general understanding of the person's capability is known through Threat Assessment, which gives each target one of three grades—green, yellow, or red. A green grade is a target who poses little significant threat to the user, while a yellow grade indicates a target who is of relatively equal capability. Red grades indicate a threat that can not be handled by the user alone, thus posing a significant danger. Threat Assessment may be maintained by paying 3 Stamina at the start of a subsequent phase.

(1c) Range Adjustment: +1 Meter radius

SHUTDOWN (RANK THREE)

One of the first things the Free must do is to find shelter from the ever-present eyes and ears of the Grid. The only way to do this with certainty is to knock out the Grid's power, causing temporary shutdowns, severing the Grids connection to all electronic devices.

Range: 10 Meter radius

Duration: 1 Phase

Base Success: All electronics in Shutdown's area of effect are temporarily deactivated. All appropriate devices are completely without power during Shutdown's duration and return to normal function once it expires.

(3c) Duration Adjustment: +1 Phase

(1c) Range Adjustment: +1 Meter radius

IDENTITY SPOOF (RANK FOUR)

One of the most popular inventions created by the Free is a small rectangular device designed to trick the Grid. By using Identity Spoof, the user can trick all electronics by appearing as someone else. Cameras, scanners, and even voice recognition software will all recognize the user as a chosen identity instead of their own.

Range: Self

Duration: 3 Phases

Base Success: All electronics record, read and recognize the user as a chosen identity. This effect will only last while Identity Spoof is active, however any recording or gathered data will not change after Identity Spoof has ended. Should a user be recorded on camera, the recording will show the chosen identity even after Identity Spoof is over.

(2c) Duration Adjustment: +1 Phase

BLACKLIST (RANK FIVE)

Being moved to the Grid's blacklist is usually a dire consequence of breaking the law. The Free claim it can be just because someone didn't like you. Either way, all electronic devices will no longer function for the victim of Blacklist, instead malfunctioning at their touch. The user of Blacklist will also be alerted by the Grid of any attempt made by the target to use any electronics, as well as what the intended function was.

Range: Line of Sight

Duration: 24 Hours

Base Success: The target can not use any device powered by electricity. These devices will simply shut down on contact or malfunction immediately, rendering them completely ineffectual. Each time the target makes an attempt to use an applicable device, the user of Blacklist is mentally notified of what they tried to use, where the device is in terms relative to the user, and what the target's intended purpose for the device was. Though Blacklist can only be used on a target in line of sight of the user, its effects will persist across any distance.

(2c) Duration Adjustment: +8 Hours

PLANET V

Millennia have passed since the messenger Iclosis came to Earth warning of the Atrocity. He spoke of a powerful force and its army that had ravaged the galaxy and would soon make its way to Earth.

This messenger had come as a final effort to find anyone who could listen. The hope was another species could learn from Iclosis' people, better prepare for war, and hopefully avoid annihilation. In humanity, Iclosis' people found all of the resilience they could have ever hoped for.

Utilizing the messenger's technology and wisdom, mankind took leaps forward in their understanding of science, medicine and war. Evolving their biochemistry and minds, humans learned to unlock extraordinary psionic potential and seamlessly fuse it with their advanced warmachines.

Now humanity serves as the vanguard of the galaxy's war effort to stop the Atrocity from destroying all life. They have grown into a powerful, battle-tested people, and though they are among the youngest of the galactic community, they have brought hope to countless planetary systems with their admirable determination and ability.

VANGUARD (RANK ONE)

On battlefields across the galaxy, human forces serve as the vanguard leading assaults against the Atrocity. Because of this, psionic soldiers have learned how to shape their power to strengthen troop's resolve and protect their minds from the trauma of war.

Range: Self

Duration: 10 Phases

Base Success: User gains +6 RES against any form of mental effect and becomes immune to all forms of fear.

(2c) Strength Adjustment: +1 RES against mental effects

MAN AND MACHINE (RANK TWO)

Many warmachines on the field of battle are designed with receptors for psionically gifted operators. This union makes the machine an extension of the user's body, executing commands with flawless efficiency.

Range: Touch

Duration: 5 Phases

Base Success: A link is established with a single electronic or mechanical device. This link grants powerful understanding of the device selected, granting the user a +10 bonus to any AT taken using it.

(1c) Duration Adjustment: +1 Phase

(1c) Strength Adjustment: +1 Bonus to ATs

BATTLECHARGE (RANK THREE)

Crossing the open field is a dangerous task on the battlefield, and mankind's troopers have developed excellent armor thrusters for this purpose. By routing a surge of energy into these thrusters, troopers are able to burst forward, covering large amounts of ground very quickly, crashing into the enemy with devastating force.

Range: Self

Duration: Instant

Base Success: The user may move in a straight line up to five times the normal distance for a single phase. The first Fighting or melee Weaponry AT taken this phase receives a +4 bonus from the momentum, and the first strike made inflicts +5 damage.

(2c) Strength Adjustment: +1 Bonus to first AT

(2c) Range Adjustment: +1 Damage to first strike

MENTAL CHAIN (RANK FOUR)

Through physical contact, psionic field commanders are able to protect the minds of their subordinates by creating a mental shield. Sometimes creating links several soldiers long, this drains the energy of the user but creates a powerful protection over all minds connected to them.

Range: Touch

Duration: Persistent

Base Success: Up to 3 people may be connected, and each member of the Mental Chain must remain in physical contact with another member at all times to maintain the benefit. If any member loses contact they are permanently removed from the Mental Chain. Should the user lose contact with other members, the benefit is lost by everyone. While active, all members of the chain gain +8 RES and any Stamina loss suffered by a member may be split in any way among the other members of the chain, as decided by the user. Mental Chain can be maintained by spending 5 Stamina at the start of a subsequent phase and doing so is considered an instant untested action.

(2c) Strength Adjustment: +1 maximum member of the chain

(2c) Range Adjustment: +1 Damage to first strike

ENERGY SURGE (RANK FIVE)

Human troopers wear powerful suits into battle, and everything from their weaponry to the life support systems are fueled by a potent power source. With proper training, a soldier may route excessive power into a weapon system to flood it with energy. Done successfully, this causes the weapon to fire an extremely powerful blast, but inevitably destroys the weapon in the process.

Range: Touch

Duration: Instant

Base Success: The user supercharges a firearm causing its next shot that phase to deal an additional +25 magical damage. Once this shot is fired, the weapon becomes irreparably damaged. If not fired within 3 phases, the charge will be lost, destroying the weapon in the process.

(1c) Strength Adjustment: +1 Magical damage

TRADITIONS

Every Anima learns first hand that they can make magic real while they are awake. Normally, this realization comes on the heels of learning how to access and channel their Animus while in the Waking World, but living in a world where magic is real offers many more possibilities for mysticism than that.

The Doubt is weakest when many people collectively oppose it, and because of this there are plenty of magical beliefs Anima take a keen interest in.

Throughout history many different cultures and societies have held deep beliefs in magic, and by carefully studying them Anima have learned how to use the collective, long standing Conviction in these magics to create magical effects that do not come from the Anima's own dreams.

Known as Traditions, these historically derived concepts of magic each have their own ideology and interpretation of everything from what magic is and why it exists, to what people can do with it and what purpose it serves.

While it is common to see Traditions intermingled with religious context, for the purpose of an Anima's use, the actual details of the beliefs and religious trappings are largely irrelevant.

In order to create magic, the Anima is learning how to convincingly mirror a once widely held belief. By following preexisting methods, an Anima uses the historical belief in a Tradition, coupled with their own power, to create unique magical effects.

Each Tradition possesses a collection of individual Practices—ritualistic behaviors that generate a specific magical outcome. Traditions and their individual Practices can be learned by carefully combining meticulous research with trial and error. Alternatively, one could learn from the teaching of an experienced Anima who has already mastered using a Tradition and its Practices to break the Doubt.

VOODOO

"Black snake root, lucky hand root, Triple Strength Grand Mojo Bag. Do any of these things actually work?" Desmond asked.

"That depends on your interpretation of 'work.' Is black snake root, or lavender, or any other herb or spice actually magical? Will that mojo bag make you the luckiest man in all of New Orleans? Who knows?"

Desmond rolled his eyes at Tillman's typical cryptic musings.

"Well, you should know. So, does this stuff actually work?"

"I have found, and you will eventually find, that many times the belief in a thing is just as strong, if not stronger, than the thing itself. If a layperson comes in here, puts on some of Madame's Attraction Oil, and it makes them ready to talk to some girl he's been sweet on, then it worked, didn't it?"

Desmond shrugged. His short time with Tillman was enough to tell him that a better answer wouldn't be coming any time soon.

"I have another question. If I can turn into... what I can turn into, and you can do who-knows-what when you dream, then what good is all of this Voodoo stuff?"

"Lagniappe." Tillman replied, equally cryptic as before.

"I don't even know what that means!" Desmond threw his hands up, unsure of what the point of any of this was.

"Lagniappe is an important Louisiana custom. Means 'a little something extra.' Your abilities may seem endless, but the Doubt's opposition to us is always there."

Tillman reached below his shirt and pulled the small red bag out, letting it hang freely over his clothing.

"So sometimes it pays to have a little something extra."

Voodoo is an African-derived Tradition that makes use of material components to create practical effects. While Voodoo has many of its own religious beliefs and is differently understood in the many countries it is practiced in, the Louisiana-style Voodoo found in the U.S. is the most prevalent among Anima. Herbalism, sympathetic magic, and ritual possession are all elements of Voodoo that most Anima seek out to bolster their magical repertoire.

The most commonly thought of practices of Voodoo involve the creation of charms, tinctures, dolls, and wards. A Voodoo practitioner uses physical materials and combines them in a ritual fashion to imbue them with power meant towards a specific end, such as a protection charm or a love potion. Voodoo can also be used to divine the future, cure ailments, and bless (or curse) people and places.

Most Voodoo Practices involve the creation of small, specific magical effects using natural materials.

VOODOO PRACTICES

ATTRACTION OIL (RANK ONE)

Oil is extracted from sweet-smelling herbs and boiled over a prepared candle. This produces an oil that makes the wearer more charming and sociable.

Base Success: Creates 2 applications of Attraction Oil, which grants +1 Charm and +3 to all Social ATs when worn.

(5c) Strength Adjustment: +1 Charm

(3c) Strength Adjustment: +2 Social ATs

MOJO BAG (RANK ONE)

The mojo bag is a concentration of all the bearer's good fortune, helping keep them safe from misfortune or the malice of others Miscellaneous small lucky items are combined in a sealed bag to be worn by the user to protect them from harm.

Base Success: Creates a bag that grants the wearer +1 RES for three days time.

(2c) Strength Adjustment: +1 RES

(5c) Duration Adjustment: +1 Day

PAIN KILLING TINCTURE (RANK TWO)

While still a far cry from genuine healing magic, sometimes a simple alleviation of pain is sufficient in times of need. Any kind of alcohol is mixed with ground herbs and roots and shaken thoroughly. This produces a tincture that relieves pain.

Base Success: Creates 3 applications of the tincture, which relieves up to 1 point of wound penalties for one hour when applied to a wound.

(2c) Strength Adjustment: +1 WP relieved

(2c) Duration Adjustment: +1 Hour

DIVINATION RITUAL (RANK TWO)

Peering into the future and learning of things yet to come is a common practice for voodoo practitioners. A divination set made of small animal bones and items of personal significance are stored in a fur bag. They are then thrown on a flat surface to divine the future.

Base Success: Offers a vague answer to a simple question.

(3c) Strength Adjustment: The answers to a given question become more clear.

HEXING SPELL (RANK THREE)

Placing a hex on someone is a means of bringing them bad luck and ill-will. To do so, a small hexing bottle is created and buried underneath a doorstep that the target will cross.

Base Success: Once the target crosses the path of the bottle, they suffer -2 to all ATs for three days.

(5c) Strength Adjustment: Additional -1 penalty to all ATs

(5c) Duration Adjustment: +12 hours

CONJURE DOLL (RANK FOUR)

A doll of the intended target is created and then pierced with a nail to cause damage, or with a white headed pin to heal.

Base Success: The created doll can be used 3 times to either cause 5 points of damage or 5 points of healing on the chosen target. Target must be within 500 meters of the doll at the time of use.

(5c) Strength Adjustment: +1 Damage/Healing

(5c) Duration Adjustment: +1 Use

(3c) Range Adjustment: +50 Meters

POSSESSION (RANK FIVE)

An appropriate offering is made to a specific Loa—Voodoo spirits with their own personalities and abilities. The practitioner is then "ridden" by the spirit, providing them with unique insight or abilities for a short time.

Cost: 20 Stamina

Base Success: The Practitioner summons one of the three available Loa in an exhausting ritual.

(5c) Duration Adjustment: +1 day

Baron Samedi

Master of the dead with a love of debauchery, Baron Samedi has the power both to heal and curse. While his power is great, any deal made with Baron Samedi will always have its costs.

When successfully summoned, Baron Samedi can allow the Practitioner to have a small exchange—one sentence each—with a deceased person that the Practitioner had a close relationship with. All attempts to bring harm to the Practitioner are turned away by Baron Samedi for 2 days, giving any attack made against the Practitioner a -10 penalty. An extremely expensive bottle of rum, a box of rare cigars, and a well-told dirty joke are the common prices for this service. While rumored to be capable of other functions, most Practitioners agree that the price that must be paid for the Baron's other services is far too high.

Ogun

A powerful and fierce warrior spirit who defends his people. Also associated with iron and weapons, Ogun has the power to arm those who call upon him with great strength for a short time.

When successfully summoned, Ogun will grant the Practitioner a +3 bonus to Strength for 2 days, as well as a +5 bonus to all defensive Weaponry ATs made to defend another. As a voracious hunter, Ogun has a huge appetite, and a suitable amount of fresh, delicious food must be offered in order for Ogun to appear.

Mambo Ayizan

The Loa of the marketplace, Mambo Ayizan wears a white dress and is said to always be present in public places. Mambo Ayizan blesses those who call upon her with health and grace.

When successfully summoned, Mambo Ayizan offers the Practitioner +2 Agility and +25 temporary health for 2 days. White foods, palm leaves, and photographs of public places are appropriate offerings for the blessing of Mambo Ayizan.

DRUIDISM

Looking down at the bloodstain on his sweatshirt, Billy was mildly pleased he was too tired and frightened to feel much pain.

"Hey Kate, now that we've escaped a bunch of psycho M.O.X. killers by trekking hundreds of meters through the woods, mind telling me when it's a good time for me to lay down and die?"

Kate gave him a scowl, "If you'd have done as I asked, you wouldn't be bleeding."

"It was a bear! What was I supposed to do?"

"I told you help was coming."

"You didn't tell me it was a bear!"

"Regardless, you should have kept your cool."

"Geez, you're lucky I didn't crap my pants."

"Just sit here by this tree."

Billy did as he was asked, watching by the moonlight as Kate took a few small berries from her jacket pocket. Walking calmly around the immediate vicinity, Kate held the berries out, dropping a few here and there as she made a strange whistling sound with her lips. Just when Billy began wondering if she had forgotten he was wounded, a raccoon darted out from behind a tree, quickly gobbling up the fallen berries before Kate came to kneel before it.

Making a strange grumble, the raccoon seemed to lock eyes with Kate before scurrying off into the dark.

"Hey Kate, I'm still bleeding you know."

Turning back to Billy, Kate gave an exasperated sigh. "Our friend assures me we won't be getting any visitors without fair warning."

"Is that what he said? Sounded like noise."

"Just trust me, I look out for the land, so it will look out for us. Now let's see what we can do about that wound, shall we?"

While the term "Druid" has existed throughout many time periods and in different cultures, there is no one strict form of "Druidism." Druids don't have a singular sacred text or a specific set of beliefs. They can be monotheistic, polytheistic, or could not even consider themselves as following any deity at all. Regardless of the specific path a Druid takes, something that they all share is the ability to draw inspiration and magical power from nature.

The active use of Druidism involves beseeching specific elements of nature to aid them in a task: Druids do not seek to control the elements but rather work in harmony with them. Just as there are multiple belief paths a Druid may take, there are multiple paths an Anima may take to learn Druidism Practices. Some choose to find or join a Grove of Druids, find a singular teacher, or even eschew formal training all together to commune directly with nature. The Practices presented here focus on the understanding specifically of the elements, with the Druidic goal of achieving harmony with the rest of nature.

DRUIDISM PRACTICES

VOICE OF THE WIND (RANK ONE)

From the wolf's hunting cry to thunder crackling in the air, every message in nature is carried through the wind. Understanding the wind is the first step towards communicating with and understanding all of nature. The Practitioner quiets their mind and listens to the wind, and if they are wise, heed its voice.

Base Success: After a short period of meditation, the Practitioner receives a message from the wind in their native language. This message provides the "feel" of the local area, warning the Practitioner of any nearby predators, upcoming weather events, and of any unnatural occurrences. The wind may also deliver any messages it has been asked to deliver, whether they be general messages or a specific person.

(5c) Strength Adjustment: The Practitioner may ask the wind a different, specific question each time this adjustment is purchased. This question should be about people, animals, or things in the local environment, and the wind will only be able to provide a general, factual answer: the wind holds no opinions, and can only report what it has or has not seen.

(10c) Strength Adjustment: The Practitioner may ask the wind to deliver a simple, one sentence message to someone else. The wind will always deliver this message as soon as possible, but to an untrained ear the message will come across as nothing more than an unusually strong breeze or some leaves being kicked up by the wind.

EYES OF THE SUN (RANK ONE)

While not considered one of the base elements by some, many Druids recognize that much of the life on Earth would not be possible without the Sun's light. A Practitioner using Eyes of the Sun always sees as if they have the benefit of the sun's rays.

Base Success: While in direct sunlight, the Practitioner imbues a small object with the light of the Sun, performing a ritual that takes at least 1 hour. For 12 hours afterwards, as long as the Practitioner is holding the object, their vision is unchanged by any sources of light (or lack thereof), and see everything with the same level of light as was available during the ritual.

(3c) Speed Adjustment: Initial Ritual takes 20 less minutes to complete. Ritual time cannot be reduced below zero through this method.

(6c) Duration Adjustment: Eyes of the Sun lasts an additional hour.

COOLING OF THE WATERS (RANK ONE)

It is said that water is the base for all life. By reaching a deeper understanding of water, a Druid may purify a source of water and use it to encourage healing. It also grants the water a magical healing property that lasts for 5 days.

Base Success: Up to four liters of water from any source is purified, having the same effect as if the water were boiled. In addition, consuming a liter of this water restores 5 Health and 10 Stamina. If properly stored, the purification lasts as it would normally, but the healing properties of this water will fade after 5 days.

(4c) Strength Adjustment: +1 Health Restored

(3c) Strength Adjustment: +2 Stamina Restored

BURNING OF THE FLAMES (RANK TWO)

While fire can create, its most primal function is to destroy. This aspect of fire is the least foreign to understand, allowing a Druid to increase the strength of an existing flame or spark a small fire with appropriate fuel.

Base Success: An existing flame acts as though hit with a small amount of lighter fluid—the flame will surge higher for a moment, and continue to burn hotter and brighter until the flame is extinguished. When used to start a fire, Burning of the Flames creates a small flame (about the size that would be created by a standard lighter) in the user's hand. This magical flame will last for 5 seconds before extinguishing, but can be used to start a mundane fire that acts as any other natural fire.

NURTURING OF THE EARTH (RANK THREE)

This ritual allows the Practitioner to advance the growth of any naturally occurring vegetation. Growing fruits ripen, saplings grow stronger, and new plants take deep root. Thin layers of moss spread to thickly cover a surface, while sparse vines grow strong enough to be climbed.

Base Success: A one square meter area of vegetation grows as if it were naturally growing in ideal conditions for six months. This can also cause fruit to fall and rot, or plants with a natural life of shorter than six months to die. Nurturing of the Earth can only be used on a single area of vegetation once: the plant life is not equipped to handle more than one application of Nurturing of the Earth, and any further attempts to magically grow the vegetation simply fail.

(4c) Strength Adjustment: Plantlife advances another six months.

CASTING OF THE SHADOWS (RANK THREE)

To anyone hoping to understand Harmony, they must wrestle with the knowledge that light does not come without shadow. Just as a Druid may keep the Sun in their eyes, Casting of the Shadows allows a Druid to manipulate existing darkness. There are many forms of life that flourish in the shadow, from the creeping mushroom to the stalking tiger. When using Casting of the Shadows, the Practitioner may strengthen and grow any pre-existing shadows. While these shadows will not overtake any light source, they can make a dimly-lit room barely visible beyond the actual light source. In a dark open space (such as a field at night), Casting of the Shadows causes the area to darken significantly, causing a moonlit night to be as dark as a deep cave, or a shadowy forest to be pitch-black. Casting of the Shadows lasts for 10 minutes.

Base Success: A 20 meter area is darkened significantly for 10 minutes. A fully lit room will become slightly dimmer, while a dimly lit room may become so dark that it is difficult to see in. Casting of the Shadows will not extinguish any existing sources of light, nor create new shadows.

(5c) Duration Adjustment: Casting of the Shadows last an additional 10 minutes.

BEAST-TONGUE (RANK FOUR)

While the elements may be a main focus of Druidism, nature does not exist on its own. The actions of the denizens of the Earth have a large impact on all of nature. The prey eats the grass and is eaten by the predator, who in turn eventually dies and returns to the Earth. In an effort to reach Harmony, the Druid may wish to speak with local beasts. An appropriate beast-call is made, causing an agreeable animal to approach the Druid if possible. With the right word and an appropriate treat, the Druid may even call upon an animal to perform a small favor for them. Care should be taken not to place a beast thus spoken to in undue danger, as word of an untrustworthy human spreads quickly in the animal kingdom, and can result in dire consequences for the Druid.

Base Success: Beast-Tongue can work in multiple environments and on multiple beasts. Most animals are simple-minded and cannot carry on extended conversations, but can perform some basic tasks for the Practitioner if a proper reward is promised.

Flying Animals
Pigeons, ravens, hawks, or even bats may be called. Flying animals will scout the skies around the Practitioner and can give a full report on the layout of a 100 meter area and a general list of the features, landmarks, and wildlife in that area.

Scavengers
Rats, certain dogs, and raccoons can be called. Scavengers will lead the Practitioner to any easily identifiable place or item that is described to them. A scavenger may find a lost watch if shown what a watch actually looks like, or lead the Practitioner to a "place where a lot of food is." Of course, to a rat, a place with a lot of food could be the back alley of a restaurant, a dumpster, or even a junkyard. Without a specific object to smell or look for, the scavenger will follow their own best understanding of what they're looking for.

Hunters
Cats, predatory dogs, tarantulas, and bears are only some Hunters that could possibly be called. Hunters can follow a given scent to find a specific person or even attack a specific prey if the Hunter feels they could be successful. Hunters prefer to hunt on their own time, and will only assist the Druid if promised an especially rewarding prey.

HARMONY (RANK FIVE)

For those studying Druidism, being able to exist in absolute harmony with nature is the ultimate goal. Through a long intense period of meditation while in direct contact with the earth, an expert Druid may make that goal a reality for a short time. While under the effects of Harmony, the Druid exists as one with nature. They are not negatively affected by heat or cold, grass underfoot bends rather than breaks, and even insects get out of the their path to avoid being crushed.

Cost: 20 Stamina

Base Success: For six hours, the Practitioner is at Harmony with their surroundings. Both nature and animal alike will leave the Practitioner untouched: while under the affects of Harmony, the Practitioner's life will not be threatened by any natural source. Likewise, the Practitioner cannot act outside of nature's Harmony—they cannot accidentally harm any plant or animal life, no matter how big or small. Should the Practitioner purposively attempt to harm any non-human life, the effects of Harmony automatically end. Harmony will not cure sicknesses but will prevent new ones from being caught. The Practitioner can still be injured while under the effect of Harmony, such as through falling a large distance, but no harm will purposively fall to the Practitioner. Any attempt to use a Druidism Practice while under the effects of Harmony causes the practice to have its difficulty reduced by 5.

WITCHCRAFT

Ashley fret over her most recent addition to the engraving. The stone slab before her had been shipped to this site with no small amount of effort and cost. Their coven attempted the ritual on many occasions and were growing increasingly frustrated with each failure. Now her sister Taylor had finally tasked her with engraving what would be their new altar with symbols that she had yet to even learn. It was a great honor, but a tremendous responsibility as well. If her work was off or somehow unsatisfactory, she would have had her chance to help the coven and instead let them down. Things were getting desperate and the enemy was at their gate. If things didn't go well...

"Ashley, you're doing great. Just do your best, it will be beautiful."

The sincerity of Taylor's smile gave the words a certain levity. Even in dark times, her sister was always an inspiration. "Thanks, Taylor. We're going to get it right this time. The Goddess will hear us this time."

"She always does."

While some people divide magic in their mind between "white" and "black" magic, many witches will tell you that magic in and of itself is neither black nor white, and only the stated intent is what is important.

Witchcraft as a Tradition can be sourced from multiple teachings, whether it be ancient Pagan beliefs or studies of Modern Witchcraft. In general, Witchcraft as a Tradition covers both ancient and modern Pagan spells and rituals. Most Practitioners of Witchcraft believe in the Law of Return, meaning that their efforts will often have their effects returned upon them threefold. Practitioners of Witchcraft also hold a special reverence for the moon, as its gravitational pull has a multitude of effects on Earth. Some Practitioners believe in a dualistic Goddess and Horned God, but it is equally likely to find one who worships only the Goddess in her form as the Triple Goddess. Other Practitioners of Witchcraft worship multiple Gods and Goddesses that represent various divine elements.

Anima who seek out Witchcraft can find it in many forms throughout the world, as it is a Tradition that can be practiced equally by individuals or groups.

Regardless of the belief of the individuals, the term "Witchcraft" has been used throughout history with both positive and negative connotations, so it is often up to each Practitioner to decide exactly what they believe and how they practice. The listed Practices are not beholden to any specific line of understanding or belief, but instead represent a myriad of applications of Witchcraft.

WITCHCRAFT PRACTICES

BLESSED BE (RANK ONE)

A simple blessing that imparts a small bit of good will and luck to both the user and the receiver of the blessing. The Practitioner must hold both hands of the target, look into their eyes, state "Blessed Be," and most of all, mean it. While the term "Blessed Be" is sometimes used as a greeting or a farewell, within this context, both parties are equally "blessed" by each other's company.

Conviction Cost: 5

Base Success: Both the target and the Practitioner receive a +2 bonus to their next AT taken within 3 days.

(6c) Strength Adjustment: +1 Additional Bonus to AT

(6c) Duration Adjustment: Blessing applies to one additional AT

CRYSTAL PAIN MANIPULATION (RANK ONE)

The Practitioner rubs a large, clear crystal over an injured target's body in order to relieve their pain. Once the ritual is completed, the clear crystal turns black and contains the essence of the removed pain. This black crystal can then be used as a focus to cause a separate target that same pain by shattering the crystal while in the line of sight of the new target. This pain and damage is also returned to the practitioner when the crystal is shattered.

Base Success: The healing crystal ritual reduces all Wound Penalties by 2 while healing 5 points of Health Damage. This crystal can then shattered within line of sight of a target to cause all of the previously healed damage and Wound Penalties to be applied to the target. If a Practitioner chooses to deal damage in this way, they also receive the same amount of damage and Wound Penalties as they have dealt. This damage heals naturally as any other health damage, but the memory of the pain (along with the Wound Penalties accrued through this process) cannot be healed through any method for 3 days. Shattering the crystal in this way is a free untested action.

(5c) Strength Adjustment: Heals +1 Damage

MAGICAL ALTAR (RANK ONE)

The creation of a Magical Altar can be an important step for any Practitioner. An altar helps a magic user focus their skill and can enhance the results of their magical efforts. A magical altar can take many forms and use many tools, but it should always be located in a safe place in a Practitioner's home. This altar and its tools aid a Practitioner in performing their Practices.

Base Success: Once created, an altar maintains its positive effects as long as it has not been disturbed, altered, or used by anyone other than its original creator. Any attempts at using a Practice while the creator is at the altar receive a +5 bonus.

SCRYING (RANK TWO)

The Practitioner looks into a reflective surface while thinking of a specific place they have previously visited. After 10 minutes of focusing on the reflective surface, the Practitioner will see a short vision of that place as it is at the time of the scrying.

Base Success: After 10 minutes of meditating on the reflective surface, a transparent, ghostly image of the desired scrying location appears in the Practitioner's mind. This vision lasts for 30 seconds and takes place in real time.

(6c) Duration Adjustment: Vision lasts an additional 10 seconds

PERSONAL PROTECTION SPELL (RANK THREE)

The Practitioner continuously repeats a simple incantation and visualizes being protected by a sphere of energy. As long as this sphere is maintained, the Practitioner is safe from damage from any source. Once damage has been absorbed in this manner, the sphere ceases to function.

Conviction Cost: 15 + 2 Per Phase

Base Success: As long as they continue to chant and keep the sphere of energy around themselves, the sphere of energy will absorb all damage from any attack that targets the Practitioner. Once the sphere has absorbed one attack (regardless of how much damage was absorbed), the sphere dissipates. The sphere also dissipates if the Practitioner chooses to stop chanting or spend Conviction to maintain the spell. The initial creation of this sphere is an instant tested action, while maintaining it is an untested action that costs 2 Conviction per phase to maintain.

(6c) Cost Adjustment: Subsequent phases cost only 1 Conviction (can only be purchased once)

DREAMCATCHER (RANK FOUR)

Of all possible Practices, the creation of a Dreamcatcher may be the one closest to an Anima's heart. While not capable of completely stopping an Echo, the creation of this powerful magical item goes a long way towards helping an Anima deal with the negative repercussions of a dream. The creation of a Dreamcatcher is a deeply complex endeavor that takes long periods of physical crafting and meditation. Once a Dreamcatcher is created, it must be imbued with Conviction to stand strong against the Doubt.

Base Success: While the actual physical quality of the created Dreamcatcher does not affect the power of this Practice, the Practitioner must spend at least 15 hours creating the physical dreamcatcher and meditating on its intended purpose. Once the Dreamcatcher is created, 4 Conviction is spent and a target is chosen. Once hung above the target's bed, the first Echo created on that target is created as if the Anima has 100 less Nightmare. After this Echo has been reduced, the Dreamcatcher ceases to function. A Practitioner may only have one active Dreamcatcher at a time and cannot change the target of the Dreamcatcher once it has been selected.

(6c) Speed Adjustment: Time to create Dreamcatcher is reduced by 2 hours, to a minimum of 1 hour.

CALL DOWN THE MOON (RANK FIVE)

This ritual places the Practitioner in an altered state of consciousness where they commune with their chosen Goddess or God in hopes to receive their continued blessings. While the specific experience a person has while going through this ritual is deeply personal, the ritual is invoked to empower the Practitioner's magical abilities, and cleanse them of negative energy. The effects of Call Down The Moon last for 3 days and 3 nights after the ritual is completed.

Conviction Cost: 30

Base Success: This ritual provides multiple immediate benefits once completed. The Practitioner is granted +3 to all Shaping ATs for the duration of Call Down The Moon. All Health and Stamina damage is healed alongside any Wound Penalties acquired.

SHAMANISM

Cheveyo solemnly looked on as the funeral procession left. The casket stood in quiet vigil, flowers laying atop, dripping with rain water. A good man had died, fighting the good fight, and only his mournful widow remained now. Cheveyo had seen nightmares take lives before, but the sight of this poor woman, who lost her husband to a foe she didn't even know existed, tore at his heart. It was an odd thought he had just then, but looking down at the small totem in his hand he whispered to the spirits of the wind. "Please, let the rain stop. If nothing else, let the rain stop."

Hearing his plea, the clouds softened, the rain slowing to a trickle, before ceasing completely.

Stepping beside the widow, Cheveyo offers her his coat, because it is all that he has to give her.

As he leaves the gravesite, he whispers his thanks to the spirits of the wind.

"Be calm now for her. Let her mourn in peace. Tomorrow, I will tell you where to storm."

The Tradition of Shamanism allows a Practitioner to interact with the spirit world. Shamans can be found in multiple cultures and may have different understandings of and names for different spirits. Anima may learn the basics of Shamanism from any number of sources, but the training is often physically and mentally draining. Distinct from ghosts, spirits are the magical aspect of the natural land: animals, plants, even soil and rocks all have spirits.

Through Shamanism, these spirits can be communicated with, channeled, and called upon to help the Shaman. Most uses of Shamanism include an indescribable journey into the spirit world that is different for every Practitioner. This altered state of mind allows a Shaman to heal, learn secrets, or take on the traits of a spirit.

Shamanism is often learned from a singular instructor who teaches his pupil how to alter his conscious mind and commune with spirits. The pupil is then often sent on a vision quest, where they are believed to learn the truth behind all possible Shamanism Practices. Unfortunately, this knowledge and experience seems to fade after the vision quest, and the Shaman must dedicate their lives to re-learning what they saw in their quest and how to apply it in the Waking World.

SHAMANISM PRACTICES

SPIRIT OF THE ROAD (RANK ONE)

The Shaman communes with the spirit of the open road which guides their steps. The open road becomes a friend to the Shaman, teaching them the most efficient path to a specific place.

Base Success: The Shaman cannot get lost when they attempt to travel to the target location. Even if they take wrong turns, get on a wrong bus, or can't find the specific street sign, seemingly random actions actually bring them closer to their destination rather than further away. This effect fades once they've arrived to their destination and does not apply to any attempts to return from that place.

HEX (RANK ONE)

Mischievous spirits intercede on the behalf of the Shaman, causing any attempts to negatively affect the Shaman to be more difficult.

Base Success: For one phase, the target receives a -5 penalty to any AT taken against the user.

(5c) Strength Adjustment: -1 Additional Penalty

(5c) Duration Adjustment: 1 Additional Phase

INSECT SWARM (RANK TWO)

The spirits of rot and decay converge upon a target, bringing forth a swarm of small insects. The target's senses are overwhelmed and the combined efforts of the insects and the deathly spirits instill fear in anyone plagued by such a swarm.

Base Effect: The target may take no actions other than Defensive ATs at a -2 penalty for 3 phases. They also become unable to hear anything other than the buzzing of the insects, making them unable to make any ATs that require listening.

(6c) Strength Adjustment: Additional -1 Penalty

(5c) Duration Adjustment: +1 Phase

SUMMON SPIRIT ANIMAL (RANK TWO)

The Shaman may summon forth an animal that represents the power of their own individual spirit. This animal takes whatever form the Shaman deems most *representative of their overall spirit and personality. The presence of this animal is very comforting to the Shaman and makes using any form of magic easier.*

Base Success: A Spirit Animal is summoned for 1 day. While summoned, the animal appears to Sleepers as any domestic animal natural to its environment, but in actuality takes any form the Shaman wishes. This form is the same every time Summon Spirit Animal is used. As long as the Shaman is within close proximity to the Spirit Animal, they receive a +3 bonus to all Shaping ATs. If the Spirit Animal is killed while summoned, the heartbreak and loss of self forces an Anima to take 1 Doubt Point.

(10c) Strength Adjustment: +1 Bonus to all Shaping ATs

(6c) Duration Adjustment: +12 hours

STONESKIN (RANK THREE)

After proper communion with the spirits of Earth, the Practitioner's body is granted the strength of stone, making it more resistant to attack and able to inflict more powerful blows.

Base Success: The user gains +5 ARM for 5 phases. In addition, any Unarmed Base Strikes deal an additional 5 damage.

(4c) Duration Adjustment: +1 Phase

(6c) Strength Adjustment: +1 Unarmed Base Strike Damage

(6c) Strength Adjustment: +1 ARM

(10c) Strength Adjustment: Stoneskin becomes hot to the touch, causing 1 point of Health damage to anyone who comes in direct contact with it.

SPIRIT ASPECTS (RANK FOUR)

The Shaman opens their body and mind to a spirit of their choosing. The human body is not capable of channeling a spirit for long periods of time, causing the connection to break quickly. Although brief, the force of a spirit's personality is strong enough to leave some of their aspects behind.

Base Success: The Practitioner is granted specific benefits based on the Spirit that was channeled. All effects last for 1 day.

(5c) Duration Adjustment: +1 day

Resting Bear
+1 END, +10 STA, +2 to Unarmed ATs
Hunting Eagle
+3 PER, Double movement speed while in combat
Friendly Dog
+1 STR, +1 PER, +1 CHM, +3 to all Social ATs.
Raging Battle
+2 STR, +2 to all Combat ATs

WEATHER MANIPULATION (RANK FIVE)

An exhausting overnight ritual allows the Practitioner to make slight changes in the weather. These changes can only alter expected local weather patterns—increasing or decreasing the likelihood of rain, making a summer day slightly hotter, etc. This ritual requires large amounts of contact with environmental spirits; the one that is petitioned to alter the weather in a specific way leaves their mark on the Shaman well after the change has gone.

Base Success: The user spends 12 hours in communication with spirits and seeks out a specific change in weather. The weather change takes effect the morning after the ritual and lasts for 24 hours. In addition, the user is granted specific bonuses and penalties based on the weather change made for 3 days.

Sun Spirit: The forecasted temperature increases by 5 degrees. The Shaman "glows" from their contact with the Sun Spirit, receiving +3 CHM. Remaining in close contact with the Sun Spirit long enough to commune with it is exhausting, causing a -1 reduction in END.

Cloud Spirit: The chance of rain increases or decreases by 10%. If the chance of rain is already 100%, the rain instead lasts 10% longer. The Cloud Spirit grants the Shaman fleetness of foot and a feeling of lightness of body, granting the user +3 AGI. Spending so long with their head in the clouds dulls the Shaman's sense of the world around them, causing a -1 reduction in PER.

Frost Spirit: The air chills and forecasted temperatures are decreased by 5 degrees. The memory of travelling the frozen halls of the Frost Spirit's home makes subsequent challenges seem less exhausting, granting the user +3 END and 10 Stamina. The frozen halls are also quiet and lonely, bringing about a slight sadness that causes a -1 reduction in CHM.

POSSESSIONS

Listed below are some commonly owned items and their estimated prices. Listed prices assume the item is being purchased new and legally, unless otherwise noted.

In addition to common possessions, weapons and armor of multiple types are listed below, followed by a breakdown of their relevant statistics.

ARMOR

LEATHER ARMOR

Leather armor is a tough, light, and durable historical armor.

Armor Rating: 3

Protected Area: Major (Chest, Legs, Arms, Head)

CHAINMAIL

A series of small interlinked chains create an armor that is heavier but more protective than leather armor, while still not majorly impacting movement.

Armor Rating: 5

Protected Area: Major (Chest, Legs, Arms, Head)

PLATEMAIL

Multiple pieces of armor made from heavy metal plates that fully protect the wearer.

Armor Rating: 7

Protected Area: Major (Chest, Legs, Arms, Head)

BODY ARMOR

Commonly thought of as "bullet proof" vests, modern body armor provides enough protection from bullets to be the possible difference between life and death.

Armor Rating: 8

Protected Area: Major (Chest, Legs)

FLAK JACKET

A heavy weighted jacket meant to catch shrapnel from explosives and minimize their damage.

Armor Rating: 3

Protected Area: Major (Chest)

RIOT GEAR

A full suit of modern armor meant to protect the user in melee combat and from small-arms fire.

Armor Rating: 5

Protected Area: Major (Chest, Legs, Arms, Head)

BUCKLER

A small, simple, round shield held in the fist.

Protection Rating: 4

HEATER SHIELD

The classic medieval shield with a triangular shape.

Protection Rating: 6

Personal Effects	Cost	Skill Items	Cost
Street Clothes	$100-$300	Art Supplies	$20-$100
Designer Clothes	$500-$1,500	Musical Instrument	$400-$8,000
Jewelry	$250-$100,000	Sports Gear	$30-$400
Sunglasses	$50-$500	Lockpicks	$30-$500
		Power Tools	$200-$500
Technology	**Cost**	**Transportation**	**Cost**
Laptop	$300-$2,500	Bicycle	$150+
Home Computer	$500-$4,000	Car (Used)	$2000-$10,000+
Smartphone	$100-$700	Car (New)	$20,000-$500,000
Surveillance Equipment	$50-$2,000	Motorcycle	$5,000-$10,000

Archaic Armor	Cost	Modern Armor	Cost
Leather Armor	$400+	Body Armor	$250-$1,000
Chainmail	$850+	Flak Jacket	$100-$500
Plate Mail	$2,500+	Riot Gear	$500-$1,000

HANDGUN

Range: 0-50m/51m-150m/151-300m
Difficulty: 12/22/32
Damage: 15
Speed: 50
Rate of Fire: Single
Ammo: 8
(1c) Damage Adjustment (Single): +5 Damage

MACHINE GUN

Range: 0-150m/151m-300m/301m-450m
Difficulty: 15/25/35
Damage: 20
Speed: 50
Rate of Fire: Single, Burst (+5), Full (+10)
Ammo: 100 per belt
(1c) Damage Adjustment (Single): +6 Damage
(1c) Damage Adjustment (Burst): +10 Damage
(1c) Damage Adjustment (Full): +15 Damage

ASSAULT RIFLE

Range: 0-50m/51-150m/151m-300m
Difficulty: 12/22/32
Damage: 20
Speed: 50
Rate of Fire: Single, Burst (+4), Full (+8)
Ammo: 30
(1c) Damage Adjustment (Single): +5 Damage
(1c) Damage Adjustment (Burst): +8 Damage
(1c) Damage Adjustment (Full): +12 Damage

RIFLE

Range: 0-150m/151m-300m/301m-450m
Difficulty: 12/20/30
Damage: 25
Speed: 50
Rate of Fire: Single
Ammo: 7
(1c) Damage Adjustment (Single): +5 Damage

SHOTGUN

Range: 0-10m/11m-25m/26m-40m
Difficulty: 10/20/35
Damage: 30
Speed: 50
Rate of Fire: Single
Ammo: 8
(1c) Damage Adjustment (Single): +8 Damage

SUBMACHINE GUN

Range: 0-50m/51m-10m/101-200m
Difficulty: 12/28/35
Damage: 15
Speed: 50
Rate of Fire: Single, Burst (+4), Full (+8)
Ammo: 30
(1c) Damage Adjustment (Single): +5 Damage
(1c) Damage Adjustment (Burst): +8 Damage
(1c) Damage Adjustment (Full): +12 Damage

SNIPER RIFLE

Range: 0-300m/301m-600m/601m-900m
Difficulty: 12/22/32
Damage: 30
Speed: 50
Rate of Fire: Single
Ammo: 10
(1c) Damage Adjustment (Single): +8 Damage

Handguns		Rifles	
.22	$400+	Hunting Rifle	$400+
9mm	$600+	M1 Garand	$1500+
.45	$500+	Shotguns	
Desert Eagle	$1500+	Hunting Shotgun	$300-$700+
Assault Rifles		Tactical Shotgun	$500+
AK47	$15,000	Submachine Gun	
M16	$10,000	MP5	$450+
Other		Uzi	$500+
Sniper Rifle	$2500+		
Machine Gun	$5000+		

ONE HANDED EDGED WEAPONS

SWITCHBLADE
Requirements: Strength 1
Damage: Strength + 1
Threat: 2
(1c) Damage Adjustment: +1 Damage
(6c) Weapon Adjustment: Bleed (1)

BUTTON KNIFE
Requirements: Strength 1
Damage: Strength + 1
Threat: 2
(1c) Damage Adjustment: +1 Damage
(6c) Weapon Adjustment: Bleed (1)

COMBAT DAGGER
Requirements: Strength 4
Damage: Strength + 3
Threat: 3
(1c) Damage Adjustment: +2 Damage
(5c) Weapon Adjustment: Bleed (2)

HATCHET
Requirements: Strength 5
Damage: Strength + 3
Threat: 2
(1c) Damage Adjustment: +3 Damage
(4c) Weapon Adjustment: Bleed (3)

SHORT SWORD
Requirements: Strength 5
Damage: Strength + 4
Threat: 5
(1c) Damage Adjustment: +4 Damage
(3c) Weapon Adjustment: Bleed (3)
(10c + BS) Alternate Strike: Hamstring
(15c) Weapon Adjustment: Amputate
(BS +25c) Alternate Strike: Decapitate

One Handed Edged		One Handed Blunt	
Switchblade	$5-$30	Nightstick	$400+
Button Knife	$10-$20	Baton	$1500+
Combat Dagger	$20-$60	Blackjack	$30
Hatchet	$30+	Nunchuck	$300-700+
Short Sword	$200+	Brass Knuckles	$500+
Two Handed Edged		**Two Handed Blunt**	
Long Sword	$400+	Bat	$50+
Spear	$100+	Staff	$50+
Battleaxe	$300+	Mace	$100
Katana	$600+	Warhammer	$200
Bows		**Crossbows**	
Recurve	$150+	Pistol Crossbow	$100+
Composite	$200+	Traditional	$200-$500
Thrown Weapons			
Grenade	$700+	Shuriken	$15+
Throwing Knives	$20+		

TWO HANDED EDGED WEAPONS

LONG SWORD
Requirements: Strength 5
Damage: Strength + 6
Threat: 6
(1c) Damage Adjustment: +4 Damage
(3c) Weapon Adjustment: Bleed (3)
(10c) Weapon Adjustment: Amputate
(BS +7c) Alternate Strike: Hamstring
(BS +20c) Alternate Strike: Decapitate

SPEAR
Requirements: Strength 5
Damage: Strength + 5
Threat: 5
(1c) Damage Adjustment: +4 Damage
(3c) Weapon Adjustment: Bleed (3)

BATTLEAXE
Requirements: Strength 6
Damage: Strength + 8
Threat: 7
(1c) Damage Adjustment: +5 Damage
(3c) Weapon Adjustment: Bleed (3)
(9c) Weapon Adjustment: Amputate
(BS +15c) Alternate Strike: Decapitate

KATANA
Requirements: Strength 4
Damage: Strength + 6
Threat: 6
(1c) Damage Adjustment: +3 Damage
(3c) Weapon Adjustment: Bleed (3)
(8c) Weapon Adjustment: Amputate
(BS +15c) Alternate Strike: Decapitate

ONE HANDED BLUNT WEAPONS

NIGHTSTICK
Requirements: Strength 3
Damage: Strength + 1
Threat: 2
(1c) Damage Adjustment: +1 Damage
(4c) Weapon Adjustment: Knockout CT (20%)

BATON
Requirements: Strength 3
Damage: Strength + 1
Threat: 2
(1c) Damage Adjustment: +1 Damage
(4c) Weapon Adjustment: Knockout CT (20%)

BLACKJACK
Requirements: Strength 5
Damage: Strength
Threat: 0
(1c) Damage Adjustment: +1 Damage
(4c) Weapon Adjustment: Knockout CT (25%)

NUNCHUCK
Requirements: Strength 4
Damage: Strength + 2
Threat: 2
(1c) Damage Adjustment: +2 Damage
(4c) Weapon Adjustment: Knockout CT (10%)
(8c) Weapon Adjustment: Crush

BRASS KNUCKLES
Requirements: Strength 1
Damage: Strength + 2
Threat: 0
(1c) Damage Adjustment: +2 Damage

TWO HANDED BLUNT WEAPONS

BAT
Requirements: Strength 3
Damage: Strength + 1
Threat: 1
(1c) Damage Adjustment: +2 Damage
(4c) Weapon Adjustment: Knockout CT (20%)

STAFF
Requirements: Strength 3
Damage: Strength + 2
Threat: 2
(1c) Damage Adjustment: +1 Damage

MACE
Requirements: Strength 6
Damage: Strength + 8
Threat: 6
(1c) Damage Adjustment: +5 Damage
(5c) Weapon Adjustment: Crush

WARHAMMER
Requirements: Strength 8
Damage: Strength + 9
Threat: 5
(1c) Damage Adjustment: +5 Damage
(5c) Weapon Adjustment: Crush

BOWS

RECURVE
Range: 0-50m/51m-150m/151m-300m
Difficulty: 15/25/35
Damage: 20
Speed: 25
Rate of Fire: Single
Ammo: 1
(1c) Damage Adjustment (Single): +5 Damage

COMPOSITE

Range: 0-80m/81m-180m/181m-400m
Difficulty: 12/22/32
Damage: 20
Speed: 30
Rate of Fire: Single
Ammo: 1
(1c) Damage Adjustment (Single): +5 Damage

CROSSBOW

PISTOL CROSSBOW

Range: 0-25m/26m-50m/51m-75m
Difficulty: 10/20/30
Damage: 15
Speed: 25
Rate of Fire: Single
Ammo: 1
(1c) Damage Adjustment (Single): +10 Damage

TRADITIONAL

Range: 0-100m/101m-200m/201-300m
Difficulty: 10/20/30
Damage: 20
Speed: 30
Rate of Fire: Single
Ammo: 1
(1c) Damage Adjustment (Single): +6 Damage

THROWN WEAPONS

GRENADE

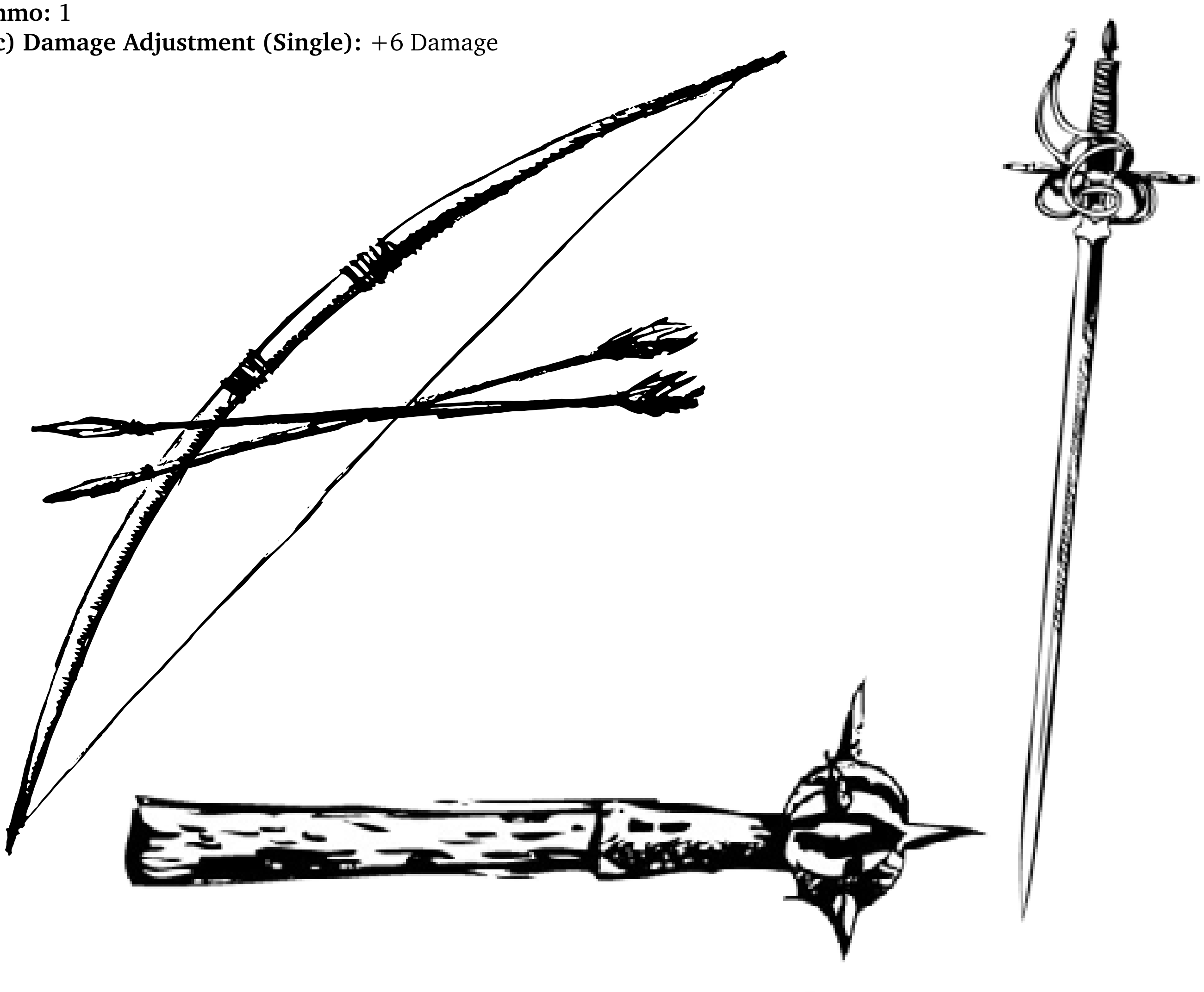
Range: 0-15m/16-30m/31-45m
Difficulty: 6/15/25
Damage: 50
Area of **Effect:** 10m Radius
Speed: User's STR
(1c) Damage Adjustment (Single): +10 Damage

THROWING KNIVES

Range: 0-3m/4m-6m/7m-10m
Difficulty: 15/25/35
Damage: 3
Speed: User's STR
Rate of Fire: Single
(1c) Damage Adjustment (Single): +1 Damage

SHURIKEN

Range: 0-3m/4m-6m/7m-10mm
Difficulty: 15/25/35
Damage: 3
Speed: User's STR
Rate of Fire: Single
(1c) Damage Adjustment (Single): +1 Damage



ARTIFACTS

Artifacts are created by taking objects from various dreams into the Waking World. Any Anima can attempt to do this, but it is a difficult and fallible process.

Two things need to happen for an Artifact to possibly come into existence in the Waking World. First, before leaving a dream, the desired item must be in the possession of the Anima. Holding the desired item in the hands, or having it in a pocket or bag will suffice.

Secondly, the Anima must spend an amount of Conviction based on the Rank the Artifact would be assigned if it successfully is created.

The charts below will give the guidelines for determining an Artifact's Rank, the associated costs in Conviction, as well as the Chance Test that is made to see if the Artifact creation was successful. An Anima may not successfully create an artifact with a Rank higher than their own.

Rank 0: These are items that possess no innate magical properties and would otherwise belong in the Waking World. Just about any object that can be found in the Waking World can apply—phones, paper, a gun, etc.

Rank 1: Could exist in the WW, minor power or effect
Rank 2: Could exist in the WW, average power or effect
Rank 3: Alien to the WW, minor power or effect
Rank 4: Alien to the WW, medium power or effect/ could exist in the WW, major power or effect
Rank 5: Alien to the WW, major power or effect

RANK	BASE COST	CHANCE TEST*
RANK 0	10	25%
RANK 1	20	25%
RANK 2	30	25%
RANK 3	40	25%
RANK 4	50	25%
RANK 5	70	25%

*Every additional 10 Conviction spent for the creation attempt grants a +10% bonus to the CT.

Attempting to create an Artifact is a risky and costly affair. Both circumstance and a large expenditure of Conviction are required, and ultimately it is somewhat random what exactly an Artifact ends up being capable of doing, though it often makes thematic sense with the item's purpose in its native dream.

Because of these details, attempting to create an artifact is not a common practice for most Anima. They give up a lot, run the risk of being drained only to have a Reaver arrive, there's no guarantee it works, and they can't control exactly what happens if it does. Dire need, and overbearing desire are normally the only reasons that push Anima to attempt such a thing.

Listed below are multiple Artifacts and their Rank.

(1) ENERGY CUBE

This cube is one of the last few remaining generators in a world where civilization has long since run out of conventional energy sources. A highly coveted and valuable relic, it has been sought after by any and all in positions of power, so that they may be the dominating force in this futuristic world.

The cube retains only a fraction of its power and size in the Waking World, being only one square inch, and may power anything roughly the size of a washing machine or smaller.

Effect: When the cube is in contact with any type of powered object, the object acts as though it is fully powered (plugged in, fresh batteries, etc.)

(1) THE MASTER'S WALKING STICK

This finely crafted wooden stick was a gift from a very old and very wise martial arts master. Legend has it that the master was unusually lithe and energetic for an old man, and was able to defeat opponents half his age with ease.

Effect: When carried, any time the character would take Stamina loss due to physical exertion, reduce the loss by 1.

(1) SCRIBE'S QUILL PEN

Once belonging to an apprentice alchemist, this pen has found its way onto many a desk over the years. The apprentice's master was a demanding one, always forcing his young student to write his letters and transcribe his teaching books. Reaching the limits of his patience, the young student had enough of being a simple scribe. Constantly dreaming of shrugging off his scribe's duties and becoming an accomplished mixologist, the pen became a receptacle of his rage and disappointment. One morning, to his surprise, the pen seemed to take on a life of its own, recording the master's diction to parchment, freeing the young apprentice from his tedium.

Effect: Spending 1 point of Conviction to activate, the pen will transcribe the user's words on any surface for up to 1 hour.

(1)THE TRUESHOT QUIVER

This bright green quiver once belonged to the forest elf Blade Dancer K'yan Dreg Ek'ra, known for his unfailing accuracy with a bow. Blessed with powerful elven magics, any arrow drawn from this quiver is exceedingly adept at finding its target.

Effect: Any Weaponry AT taken while using an arrow or bolt from the Trueshot Quiver is granted a +2 bonus. Arrows or bolts must be in the quiver for 24 hours prior to use to grant this benefit.

(2) THE CAT'S EYE

A small jade green jewel which allows the user to communicate with animals. In a wildly different dreamscape than our own, where feline humanoids populate the world, there was a need to communicate with the lesser species on the dark side of their planet, the primates.

Using their advanced magics, the king's scion crafted a *small jewel, allowing communication between the two races for the first time. An Anima stumbling upon this interesting race of furry creatures was quick to seize the item for his own personal use.*

Effect: With the expenditure of 5 Conviction, the user may grasp the jewel and stare into the eyes of an animal, being able to communicate briefly with it.

(2) DRUID'S TWISTED STAFF

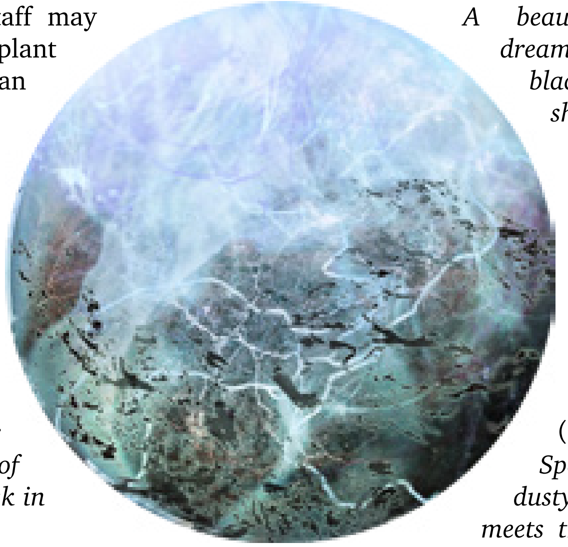
Deep within the forests of Moonvale resided an elder druid, tasked to protect the area from intrusion and desecration. After falling in a brutal battle against the invading northmen, the staff lay dormant on the ground for centuries. Rediscovered when his resting place was to be cleared for an encroaching village, a hapless worker picked up the gnarled staff, which exploded violently with nature magic before disappearing. The shockwave caused an overgrowth of vegetation, smothering and strangling the expanding village, creating an unlivable forest ruin in but an instant.

Effect: The wielder of this staff may touch its tip to any type of plant life, causing it to grow at an exponential rate.

(2) THE EVER BURNING CANDLE

Stolen from the altar of a benevolent goddess, this candle never melts, and never goes out. Lauded for the comfort and warmth of its ever present light, many patrons would seek out its succor at all hours, day or night, even waiting great lengths of time for a private moment to bask in its glow.

Effect: Spending 1 focus and lighting this candle will cause anyone within 5 meters of the candle to have all negative emotions subside. As long as they remain within the candle's light, a person may not have their dreams entered by a Reaver (though this will not expel one that is already there), they gain +2 RES, and are immune to any forms of fear.



(2) THE LOOKING GLASS

The magnifying glass of a legendary sleuth. Known for his uncanny ability to piece clues together, this trusty item was never far from his person. From simple thievery to brutal murders, no crime was too big nor too small to be solved by this famous investigator. This generic looking magnifying glass allows the user to peer beyond the surface for masked or well-hidden clues. When the user looks through the glass, any relevant clues will glow faintly.

Effect: When using the glass, the user gains a +10 bonus to Search or Investigation ATs.

(2) PRESERVED SENTIENCE

Deep within an underground lab lied failed experiments performed on an alien visitor. Having been discovered to be a powerful telepath, it was immediately dissected in an attempt to understand and utilize its unusual power. The sole remaining piece of this creature is its psionically gifted brain.

Sitting in a jar of sickly green fluid, the brain is almost twice the size of a human's, being longer than it is wide. Still retaining a portion of its ability, the disgusting looking organ is willing to communicate with those bold enough to reach out to it.

Effect: By touching the jar and spending ten Conviction, an individual may store or retrieve a single memory from its record. Any memory retrieved from the brain is experienced as though the user is present first hand within the scene as an observer. Any memory stored into the brain can be no longer than five minutes.

(3) THE DREAMCATCHER

A beautifully crafted Native American dreamcatcher, made from white feathers and black and orange beads. Crafted by a holy shaman as a ward against nightmares that continually plagued his tribe, it brings peace to those who would walk in the dreamscape.

Effect: The dreamcatcher must be hung over a window where the Anima sleeps. Whenever an Anima Dreamwalks, they may do so for 2 less Conviction.

(3) EMPRESS' WINE BOTTLE

Spending most of its time sitting on a dusty shelf, this ornate bottle is more than meets the eye. Once belonging to a beloved empress who charmed and swayed her nobles with banquets, balls and booze, the contents of this bottle are always under debate. One thing is for certain , though—all who share a drink of its delicious fluid feel a special connection.

Effect: Each morning upon sunrise, the bottle is refilled with wine, regardless of the contents. Any individual who drinks at least one sip of its contents is bonded to the owner of the bottle for the night. Being bonded causes all Social ATs made by the owner toward the bonded to be done at a +10 bonus.

Becoming the owner of the bottle requires the bottle to spend 24 hours on a shelf in their home.

(3) MARBLE OF FROST

Cryogenic freezing has become commonplace for the wealthy who wish to sleep into the near future, as well as the criminals of society, who are stored away and forgotten. Whether you are one of the lucky, or the unfortunate, this endeavor would not be possible without the discovery of sciences' most powerful freezing agent.

Nicknamed a "Marble of Frost" this small sphere is actually a super concentrated pellet of the unique chemical.

Appearing in the Waking World as a small frosty colored marble, when thrown at another person, it remembers its original purpose, freezing the individual for a time.

Effect: Marble of Frost is a Thrown Weapon with the following statistics:

MARBLE OF FROST

Range: 0-3m/4m-6m/7m-10m
Difficulty: 15/25/35
Speed: User's STR
Rate of Fire: Single
Effect: Stuns the target for 2 phases. Target is immobilized while Stunned.

(3) PHASER

This gun is a rare piece in a world where the escalation of weaponry has led to exponentially destructive projectile armaments. Growing tired of the killing, one security forces specialist has used his engineering skill to reconfigure his sidearm to stun, instead of eviscerate, his target. Appearing as a polished black toy space gun, the device actually shoots a nearly invisible stun bolt when fired.

Effect: The Phaser has the same statistics as a mundane handgun, but does Stamina damage rather than Health damage.

(3)THE PIRATE'S EYEPATCH

Somewhere in a dusty old tome within the DCMA library, a story is told of a ferocious yet cunning pirate, Grimm the Harvester. While his dreamscape has long since collapsed, tales of his deeds continue to be passed on from generation to generation. Some even say the raven perched on his shoulder was to be as feared as he. Eternally faithful and ready to obey, his loyal companion could rip out an eye as quickly as Grimm could point and say "Him".

Effect: Upon wearing the patch, a black raven appears in the area and is summoned to the user's shoulder. It follows all simple commands such as attacking, delivering messages to a target, or picking up an item light enough for it to carry. Removing the eyepatch will cause the bird to instantly fly or fade away.

(3) ROSE COLORED GLASSES

Originally an advanced biometric scanning device used to assess threatening individuals, these glasses have taken a more mundane appearance once pulled from their world. Their function remains mostly intact, however. Appearing to be nothing more than simple, thin-framed glasses with red lenses, it allows the user to scan any individual within sight.

Effect: For the cost of 5 Conviction, the user may:

- Learn the height, weight, sex and age of an individual
- Learn a character's physical Attribute scores
- Learn any physical ailments/diseases
- Learn a character's highest combat related skill

(4) ANTI-GRAVITY BOOTS

Defying gravity has been a dream of mankind for all of history. Luckily, with the help of technology, and a little magic, the dream has become more or less possible. Stolen from the Grid, these boots use magnetic friction technology to stick to any surface.

Appearing to the untrained eye as simple grey work boots, a closer inspection reveals a small keypad which allows some interesting applications.

Effect: For the cost of 10 Conviction, the user may "activate" the boots, allowing them to stick to any surface. The boots are also designed to stabilize the user, allowing them to walk normally while sideways or upside down.

(4) BACKPACK OF THE TRAVELER

This backpack, imbued with arcane magic, is capable of holding more more than its Waking World counterparts. Slightly frayed, this brown backpack can be worn like any other, the weight of the items inside not having any effect upon the wearer.

Effect: The backpack holds approximately 5x the normal amount of an average backpack, and all items within are weightless until removed.

(4) HAMMER OF THE SMITH

This hammer has been passed down for generations in a prominent family of craftsmen and women. Continually called on by the exiled lords of Forbidden Fire to construct arms and armor for the resistance, they have worked tirelessly as unsung heroes to give humanity another chance in this war—for without fine equipment, the resistance is simply another easily squashed slave uprising. A thick wooden handle wrapped in leather, a scarred and dinged metal head—the hammer itself is not all that remarkable. It is the spirit of hope and salvation that fuel its magic.

Effect: The user may spend 20 Conviction and strike any inanimate object, instantly restoring it to its original state. The objects original form may not exceed 1 cubic meter. All portions or fragments of the original piece not connected to the piece struck by the hammer will vanish upon reassembly.

(4) JEWELED CROSS OF "V"

An elaborate silver cross with red gems fastened in the ends. In a dream, it was used by a legendary hunter to ward off the forces of evil and protect the innocent.

Effect: A user may brandish the cross and spend 1 Conviction to prevent any target in sight from coming within 2 meters of the holder. Targets already within 2 meters of the holder can come no closer, nor attack the wielder.

(4) MAJESTIC SNOWGLOBE

This appears to be nothing more than a simple snowglobe displaying a single snowman in the center. Taken from the display case of an ancient vampire who had a knack for entrancing his guests, it seems to call to anyone who notices it.

Effect: The user may spend 5 Conviction and shake the globe. For the next 5 phases, anyone who sees the globe is inexplicably drawn to it, becoming mesmerized and unable to act until the phases pass. Once affected, anyone mesmerized by the item is immune to the effect for 24 hours.

(4) M-VESS

The Medium Variable Energy Stabilizing Shield, or M-VESS, is the evolution of personal shield protection in a dangerous world. Used by both the military and special police forces, its versatility has yet to be matched in the field. While appearing as a slightly larger and chunkier version of brass knuckles, the inputs on the grip allow the user to create an energy shield of varying size.

Effect: Spending 10 Conviction, the user inputs the appropriate command to create a forcefield from 1 ft x 1 ft in size up to 5ft x 5ft in size. The shield's power source has been smothered by the Doubt, allowing it to function for 5 phases before needing to recharge for 24 hours. The energy shield cannot be damaged by conventional ballistic projectiles.

(4) PHOENIX FEATHER

Soaring high above the clouds in the lands of Laruna, the mythical Phoenix is the source of many fantastical tales, always on the tip of tavern goers' tongues. Once in a millennia, they say it has the chance to shed a feather, which ever so slowly falls to the earth. Hunters search day and night for this treasure, in the hopes it might one day let them soar above the clouds as well.

Effect: As an instant action, the user may grasp the feather and spend 20 Conviction to be surrounded by an invisible magical aura. This aura causes the user to fall slowly to the earth from any height, landing softly on the ground.

(4) RUSTY SKELETON KEY

A mystic key that will open a door to a selected location known to the user. The key was once used by the servant of a mage to travel the halls of his giant castle. An ordinary house key to the average person, when viewed by an Anima it is approximately four inches long and glows a faint blue.

Effect: The key may be used to open any mundane non-electronic lock.

(4) TEAR OF THE GODDESS

This multi-faceted, teardrop shaped jewel closely resembles a diamond, however when exposed to the sun, it shines a bright golden yellow for a time. While no one knows its actual origin, Anima legend claims it is the result of a sun goddess shedding a single tear over the death of a mortal king with a heart of gold.

Effect: When worn or carried, the bearer gains +5 ARM and regenerates 2 health per phase.

(5) ATLAS MINI

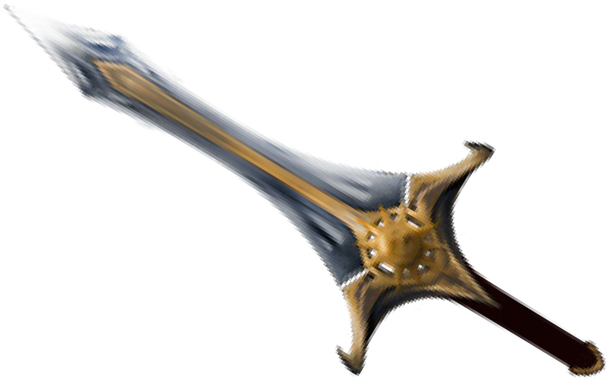
One of the most feared inventions of its age, the Atlas warhead was used to render entire cities defenseless and in the dark. Even this smaller version can be used for extreme detrimental effect to a world that revolves around technology. A black spherical device about the size of a softball, the Atlas Mini activates to emit an EMP shockwave, disabling all electronics within a certain rage of its blast.

Effect: After spending 30 Conviction to activate, this device emits an EMP shockwave in a 50 meter radius, disabling all electronic devices within range. The Atlas Mini takes one hour to recharge.

(5) DAYBREAK—SWORD OF THE SUN GODDESS

A large and awkwardly balanced sword, Daybreak has a blade that widens at the hilt and a large gold inset of a sun at the center of the crossbar. Well polished and resplendent, with its silvery blade and golden accents, this sword is much more a piece of art than a weapon for war. The unsharpened blade makes it all but harmless physically, but this weapon was never meant to be wielded as a conventional sword. Once awarded as the highest honor by the clerics of the sun goddess, this heavy blade need only be held, and with a whisper of the swords name, the holder would be bathed in divine light, healing their body of wounds.

Effect: By paying 5 Conviction, the user may cause Daybreak as an instant untested action. Daybreak heals their body, restoring 50 health. This effect may be used repeatedly when in direct sunlight, but at night or out of the sun, Daybreak may not be used again until it has been touched by direct sunlight.



(5) DRAGON EGG—SPAWN OF OCLORONO

To any outside observer, a beautiful Fabergé egg sits on an intricate golden stand. It shimmers faintly, its polished surface barely reflecting light. The procurer of the egg has long since passed, but there was a time when he could tell the story of its origin.

When the mighty black dragon Oclorono was slain, her mountainous lair was raided shortly thereafter. To the treasure hunter's shock and awe, the rarest of prizes was found. The egg is roughly the size of a ripe eggplant, covered in armored scales, and black as obsidian. It is believed that the egg of a dragon king will only hatch *under the proper circumstances, to ensure the offspring has a suitably triumphant entry to the world they will some day rule.*

Effect: The egg itself is extremely durable. It cannot be damaged by conventional weaponry, fire, or electricity. Long forgotten are the tales that told what was needed for the egg of a shadow dragon king to finally hatch, but one can assume it necessitated darkness and violence—the hallmarks of the breed. The hatchling will become bound to the egg's owner upon hatching, seeing this person as its mother. This bond is a mystical one and will prevent the hatchling from disobeying or harming the "mother" at any time. As for the egg, it will sit patiently, quivering gently every so often, awaiting its moment to hatch. The exact method for hatching the egg, as well as the persona of the young dragon it births are up to the Dreamweaver.

(5) KING REINHART'S IVORY CHALICE OF PURIFICATION

When the mad King Reinhart became obsessed with cleansing his court of "filth," this pure white ivory chalice adorned with a single red ruby became the focal point for his crusade until his death at the hands of a subordinate. All those who would attend his court were required to pass a test of purity.

When a member of his court was found particularly tainted, they were forced to rapidly drink its entire contents down. If they should choke or cough, they were found too disgusting to be cleansed and succinctly executed.

Those who stare into the ruby at any length are said to see the cackling face of the mad king, as well as hear the wailing cries of those he executed.

Effect: After drinking from the chalice, the user chokes and coughs uncontrollably for 60 seconds, incurring a -10 penalty to all actions. In addition, they suffer from hallucinations for 1 hour, occasionally believing they are covered in unclean things such as poisonous insects, maggots, or dirt, and are filled with an overwhelming fear of death by execution. Any attempts to create fear in the user have their base success costs reduced to 0 for the duration, allowing the user of such an ability to acquire base success without winning the AT.

5) REVENGE—THE SWORD OF SOUL STEALING

A cursed blade crafted by the follower of a powerful demon lord, designed to collect victim's souls for sacrifice. The blade was forged from the blood of innocents, using hellfire and infernal magics. Any foe slain by the weapon has their soul drawn into the blade, and anyone wielding the weapon will hear their constant cries, accompanied by the chorus of other souls trapped within. The weapon itself is approximately three feet in length, with a blood red blade.

REVENGE

Requirements: Strength 5, Endurance 7
Damage: Strength + 6
Threat: 6
(1c) Damage Adjustment: +4 Damage
(3c) Weapon Adjustment: Bleed (3)
(10c) Weapon Adjustment: Amputate
(20c + BS) Alternate Strike: Decapitate

- Any sentient creature killed by *Revenge* has its 'soul' drawn into the blade. The user may attempt to communicate with any of the souls as though it were the actual creature for a cost of 1 Conviction.

- All Weaponry based ATs made with this weapon gain a +1 bonus per soul, and damage of any strike made with *Revenge* gains a +1 bonus per soul.

- Due to the constant cries of those trapped within, the user must spend 1 Conviction at the start each phase in order to maintain focus and ignore the pleas. If the Conviction cost is not paid, the user will immediately drop the weapon to silence the cries of the souls within.

- Once the blade is filled with 20 souls (its maximum), it is said a demon lord will come to seek out the owner of Revenge to claim his prize. The interaction is left to the Dreamweavers' discretion.

(5) THE STRANGER—MASK OF THE FACELESS

In the world of Earth-7, they tell tale of a most feared assassin. They speak of him as 'The Stranger,' as no one has seen his true face. His legend has grown to a level such that if any murder goes without an identifiable suspect, it is attributed to him by the populace. The key to his anonymity lies within a one of a kind mask—translucent, nearly invisible, thin as paper. With but a simple command it can display the face of any person within range—or stored within its database. Using a combination of holotech and biotech, covering the user's face like a second skin, the portrayal is perfect, and undetectable.

Effect: Wearing the mask allows the user to spend 10 Conviction to assume the identity of any person within 20m. This does not copy their mannerisms or speech.

PASSIVE ASPECTS

The Passive Aspect of an Animus is a group of magical changes that an Anima experiences when channeling their Animus. When creating an Animus, one Passive Aspect is chosen for it.

APOCALYPSE SURVIVOR

Mutually assured destruction, the risen dead, contagion; whatever the case may be society has fallen into chaos. However, that doesn't stop the Apocalypse Survivor from carrying on. Equipped with a blend of specialized gear and unique abilities , you are the epitome of a survivalist in harsh times.

Visual Changes: Battle attire, exposed cybernetics

Rank One:	+1 PER, +10 STA, *Summon Survivalist Pack*
Rank Two:	+10 Health, +2 END, *Summon Rifle*
Rank Three:	+5 Firearms, +5 Manual
Rank Four:	+1 AGI, +10 STA, +10 Health
Rank Five:	+5 Rifle, +10 Health, +20 STA, +2 END

Summon Survivalist Pack: You summon a backpack containing 10 meters of rope, one day's worth of rations, a light source, a multi-tool, a fire-starter, a canteen full of safe drinking water, and a small knife.

Summoned Rifle
Range: 0-150m/151m-300m/301m-450m
Difficulty: 12/20/30
Damage: 25
Speed: 50
Rate of Fire: Single
Ammo: 8
(1c) Damage Adjustment (Single): +5 Damage

BEAST MASTER

A wanderer needs a loyal companion. Always by your side, the bond between you and your pet cannot be broken.

Visual Changes: Animalistic Features

Rank One:	*Master's Call*
Rank Two:	+3 AGI, +5 Weaponry
Rank Three:	All summoned pets gain +1 to all Attributes
Rank Four:	+2 AGI, +2 STR, +5 Weaponry
Rank Five:	*Master's Call 2*

Master's Call: A companion animal (selected from the Animals Appendix) is summoned to your side.
Master's Call 2: A second companion animal is summoned to your side.

BLESSED

You have been marked by a higher power which has filled you with divine purpose. Others are drawn to your brilliance, even if they are unaware of why, and the light within you keeps your body safe from harm, illness and any attempts to sway your mind.

Visual Changes: Magical markings, unnatural eyes

Rank One:	+2 CHM, *Illness Immunity*
Rank Two:	+2 CHM, *Empowered Healing*
Rank Three:	+3 ARM, +3 RES, *Empowered Healing 2*
Rank Four:	+2 CHM, *Mental Immunity*
Rank Five:	*Blessed Enhancement*

Illness Immunity: Immune to all forms of illness and disease
Mental Immunity: Immune to illusions and mind effects
Empowered Healing: +10 healing done by any healing base effect created
Blessed Enhancement: +10 damage done by any ability's base effect created against an evil or unnatural target

CYBERNETIC ENHANCEMENT

Cybernetic implants and highly sophisticated machinery give physical enhancements. Meanwhile, implanted software grants greater expertise in combat and any necessary field of study.

Visual Changes: Metallic body parts, illuminated displays

Rank One:	+2 PER, +2 END, *Summon Vector Z9*
Rank Two:	+6 Firearms, +2 AGI
Rank Three:	Triple movement distances in a phase
Rank Four:	+8 ARM
Rank Five:	+4 Firearms, +4 Academics, +2 Fighting

Summoned Vector Z9 Hand Blaster
Range: 0-30m/30m-45m/45m-60m
Difficulty: 15/20/25
Damage: 15
Ammo: 8
Speed: 50
Rate of Fire: Single
Ammo: 25
(1c) Damage Adjustment: +2 Damage

DEFENDER

Always placing the value of others over yourself, you are the hero who protects the innocent. Shield in hand, you will not hesitate to put yourself in between the oncoming danger. You are the stalwart protector, the barrier on which darkness breaks.

Visual Changes: Medieval armor, increased musculature

Rank One:	+3 END, +10 Health, *Summon Shield*
Rank Two:	*Lifelink*, +5 ARM, +20 Health
Rank Three:	+5 RES, +20 Health
Rank Four:	+5 ARM, +5 RES, Immune to fear
Rank Five:	*Immovable*, +50 Health, +5 ARM

Lifelink: Damage taken by any target within 10 meters of you may be shared with you as an instant free untested action. Doing this transfers half of the damage that would be dealt (rounded down) to you instead. Damage taken by using Lifelink ignores ARM and RES.

Immovable: Immune to all knockdown and stun status effects.

Summoned Shield
Protection Rating: 6
Protected Area: Minor
Defensive Ability Test Bonus: +6

DEMONIC POSSESSION

You are host to a powerful demonic entity. It grants you inhuman power and whispers great secrets directly to your mind. But this all comes at a price. Your mortal body struggles to house such power and falters a little more each time the entity within grows in strength.

Visual Changes: Alien movement beneath the skin

Rank One: *Demonic Deal*
Rank Two: -10 Health, +5 Any Attribute
Rank Three: +6 Any Base Skill or +12 Any Advanced Skill
Rank Four: -10 Health, +5 Any Attribute
Rank Five: *Relinquish Control*

Demonic Deal: May immediately retake any AT and choose the higher ATR at the cost of 5 health.

Relinquish Control: The user allows the possessing entity to take full control of their body giving them access to unholy powers: Hellfire, Curse, and Rot. This will last for five phases, after which the user regains control and suffers 50 Health damage. Damage dealt by Relinquish Control may not be avoided and bypasses ARM and RES.

Hellfire: Any melee weapon held by the user lights ablaze with hellfire, causing any strike made with it to deal +8 magical damage.

Curse: A single target in line of sight suffers a curse that causes them to suffer a -6 penalty to all ATs while Relinquish Control is active.

Rot: Any successful unarmed strike made by the user of Relinquish Control also afflicts the target with a magical rot that devours flesh, causing 5 magical damage. This damage will not heal naturally without extensive medical attention, and without magical assistance 1 point of this damage will never heal, representing flesh lost to Rot.

DIVINE KNIGHT

Devoted to facing evil wherever it lurks, a capable knight becomes a brilliant force of good as they are empowered with the blessings of a god.

Visual Changes: Golden aura, glowing halo, gold eyes

Rank One: +7 ARM, +5 RES
Rank Two: +3 END, +25 Health
Rank Three: *Empowered Healing*
Rank Four: +3 END, *Fear Immunity*
Rank Five: *Magical Enhancement*

Empowered Healing: +10 healing done by any healing base effect created
Fear Immunity: Immune to Fear effects
Magical Enhancement: +10 magic damage done by any magical base effect

DRAGON BLOOD

Your lineage is marked by the blood of dragons. Everyone knows to fear dragon fire, and your heritage helps them fear yours. Magic that affects or creates any form of fire comes naturally to you and much like your draconic ancestors, you feel comfortable with the touch of flames.

Visual Changes: Scaled skin, reptilian eyes

Rank One: *Fire Enhancement*,+2 Shaping
Rank Two: *Fire Enhancement 2*, +2 Shaping
Rank Three: +5 RES, *Fire Immunity*
Rank Four: +5 RES, *Magical Fire Immunity*
Rank Five: *Fire Enhancement 3*

Fire Enhancement: +5 fire damage done by any Fire base effect
Fire Enhancement 2: +5 fire damage done by any Fire base effect
Fire Enhancement 3: +10 fire damage done by any Fire base effect
Fire Immunity: Immune to mundane fire
Magical Fire Immunity: Immune to magical fire

DRONE OPERATOR

Why bother heading into harm's way when technology has made it unnecessary? Part getaway driver and part team support, the Drone Pilot has skills that make any job easier.

Visual Changes: Exposed cybernetics, battle attire

Rank One: +5 Driving, +5 Electronic Devices, *Flying Drone*
Rank Two: +5 Driving, +5 Electronic Devices, +2 INT
Rank Three: +5 Electronic Devices, *Portable Turret*
Rank Four: +5 Driving, +5 Electronic Devices, +2 INT
Rank Five: *Tank Drone*

Flying Drone: As an instant untested action, you may place a small quadricopter that can pick up and drop off items up to 50kg in weight. If attacked, will respond with its small turret.
The turret has 25 Health, 10 Armor, and a 15 Firearms Ability Score.

Flying Drone Turret
Range: 0-50m/51m-150m/151m-300m
Difficulty: 12/22/32
Damage: 15
Speed: 50
Rate of Fire: Single
Ammo: 8
(1c) Damage Adjustment (Single): +5 Damage

Portable Turret: As an instant untested action, you may place one Sentry Turret that lasts for 5 phases anywhere within your line of sight. The turret senses all hostile targets and fires using its powerful assault gun. After 5 phases, the turret fades from existence. The turret has 50 Health, 10 Armor, and a 15 Firearms Ability Score.

Sentry Turret Gun
Range: 0-50m/51m-150m/151m-300m
Difficulty: 12/22/32
Damage: 20
Speed: 50
Rate of Fire: Single, Burst (+4), Full (+8)
Ammo: 30
(1c) Damage Adjustment (Single): +5 Damage
(1c) Damage Adjustment (Burst): +8 Damage
(1c) Damage Adjustment (Full): +12 Damage

Tank Drone: As an instant untested action, you may place a Mini Tank Drone that lasts for 10 phases anywhere within your line of sight. Upon placement the Tank Drone can be set to Defend an area and remain in place, or set to Patrol and actively seek out hostiles. The turret has 100 Health, 15 Armor, and a 10 Firearms Ability Score.

Tank Drone Gun
Range: 0-50m/51m-150m/151m-300m
Difficulty: 12/22/32
Damage: 25
Speed: 50
Rate of Fire: Burst (+4), Full (+8)
Ammo: 30
(1c) Damage Adjustment (Burst): +8 Damage
(1c) Damage Adjustment (Full): +12 Damage

ELEMENTALIST

Earth, wind, water, and fire—the primal elements that make all things. You have the power to bend these primal forces to your will.

Visual Changes: Elemental discharge, scorched footsteps

Rank One:	*Elemental Power (Choose 1)*,+3 Shaping
Rank Two:	*Elemental Power (Choose 1)*, +1 Any Attribute
Rank Three:	*Elemental Power (Choose 1),* +3 Shaping
Rank Four:	*Elemental Power (Choose 1),* +1 Any Attribute
Rank Five:	*Elemental Mastery (Choose 1)*

Elemental Power (Fire): Immune to all natural fire.
Elemental Power (Water): Can breathe underwater and walk atop it.
Elemental Power (Earth): +6 ARM
Elemental Power (Wind): +4 Reaction
Elemental Mastery (Earth): You become one with the Earth for 1 phase, as an instant, free, untested action. Costs 5 Conviction. Grants +15 ARM, +5 STR, - 3 AGI
Elemental Mastery (Fire): You become one with the flame for 1 phase, as an instant, free, untested action. Costs 5 Conviction. Grants +5 AGI, -3 STR, Foes within melee range are burned for 5 damage per phase.
Elemental Mastery (Water): You become one with water for 1 phase, as an instant, free, untested action. Costs 5 Conviction. Grants +5 AGI, +5 ARM.
Elemental Mastery (Wind): You become one with the wind for 1 phase, as an instant, free, untested action. Costs 5 Conviction. Grants Flight at triple your base movement.

EXO-SUIT

You wear a sophisticated armor suit that improves your performance in both combat and stealth. This advanced suit increases not only your physical attributes but also enhances your skills as well.

Visual Changes: Appropriate armor

Rank One:	+3 AGI, +3 Any Base Skill
Rank Two:	+3 STR, +5 ARM, *Silent Steps*
Rank Three:	+6 Manual, +6 Weaponry Advanced Skill
Rank Four:	+3 END, +5 ARM
Rank Five:	+6 Manual, +6 Weaponry Advanced Skill

Silent Steps: Your footsteps make no sound.

FAE-BORN

The winged fae folk have magic in their blood. You are alluring to a near dangerous degree and use your natural aptitude for magic to enhance all your deeds.

Visual Changes: Elongated ears, wings, sparkling aura

Rank One:	+4 CHM, +6 RES
Rank Two:	+3 Shaping
Rank Three:	*Mental Immunity*
Rank Four:	+3 Shaping
Rank Five:	*Flight*

Mental Immunity: Immune to illusions and mind effects
Flight: Allows the user to move through the air at triple movement speed.

FUTURE SOLDIER

At the forefront of battling hostile alien forces, you are equipped to handle harsh environments and combat even the strongest alien threats.

Visual Changes: Advanced war accessories

Rank One:	+10 Firearms, *Summon BDS313 Railgun*
Rank Two:	+5 Firearms, *Re-breather*
Rank Three:	+2 Endurance, +2 ARM
Rank Four:	+5 Firearms, +2 ARM, *Biosuit*
Rank Five:	+2 STR, +2 AGI, +2 END, +5 ARM

Summoned BDS313 Railgun
Range: 0-50m/51m-150m/151m-300m
Difficulty: 12/22/32
Damage: 30
Speed: 50
Rate of Fire: Full (+8)
Ammo: Special

(1c) Damage Adjustment (Full): +12 Damage
**The BDS313 Railgun only fires in Fully Automatic mode, and has enough ammo to do so for 5 phases.*

Re-breather: This mask allows the user to breathe in any environment.
Biosuit: This suit protects the user from extreme temperatures, making them immune to any ill effects from being in an extremely hot or cold environment.

HAUNTED

The ghost of a once living person is now bound to you indefinitely, serving as a companion. You are capable of seeing the Ghost and communicating with it freely. As your relationship grows, the Ghost's powers will grow as well.

Visual Changes: Pale skin

Rank One:	*Ghost Companion*
Rank Two:	+3 END, +25 Health
Rank Three:	*Empowered Healing*
Rank Four:	+2 END, *Fear Immunity, Mental Immunity*
Rank Five:	*Magical Enhancement*

Ghost Companion: An incorporeal being is always by your side. This Ghost Companion is made as a normal character with the following statistics:
37 Attribute Points, 30 Base Skill Points, 30 Advanced Skill Points, 1 Trait Point, 1 Technique Point. The Ghost Companion also has the same Shaping Score as the user of *Haunted*.
The Ghost Companion also gains the following Abilities as per *Haunted's* rank at time of use:

HAUNT (RANK 2)

The ghost swirls around a target, howling in anger, and serving as a harrowing distraction.
Range: Touch
Duration: 1 Phase
Base Success: The target suffers -2 PER and -5 Reaction until the ghost's next turn.
(2c) Strength Adjustment: Additional -1 Reaction
(6c) Strength Adjustment: Additional -1 PER

SHRIEK (RANK 3)

Letting out a bone-chilling wail, the ghost causes nearby enemies to feel touched by the afterlife, softening their resistance to certain magics.
Range: 10 Meter radius
Duration: Instant
Base Success: Targets suffer -2 RES against Energy or Unholy effects for one hour.
(2c) Duration Adjustment: +1 Hour
(3c) Strength Adjustment: Additional -1 RES

GRAVETOUCH (RANK 4)

Reaching into a target's soul, the ghost fills it with discomfort for living. Now yearning to be free of the body, all forms of damage to the target become more severe.
Range: Touch
Duration: 3 Phases
Base Success: Targets suffers an additional 3 damage from each individual source of incoming damage. Additional damage inflicted by Gravetouch is considered the same type as the original source.
(3c) Duration Adjustment: +1 Phase
(2c) Strength Adjustment: Additional +1 Damage

CORPOREAL (RANK 5)

In utter defiance of its deathly state, the ghost solidifies in the Waking World for a brief time, allowing it to interact as a living person would.
Range: Self
Duration: 3 Phases
Base Success: The ghost becomes solid for three phases, granting them 50 Temporary Health and allowing them to physically interact with the Waking World. If their 50 Temporary Health are lost, they immediately return to their incorporeal state.
(2c) Duration Adjustment: +1 Phase
(2c) Strength Adjustment: +10 Temporary Health

Empowered Healing: +10 healing done by any healing base effect created.
Fear Immunity: Immune to Fear effects.
Mental Immunity: Immune to illusions and mind effects
Magical Enhancement: +10 magic damage done by any magical base effect.

INFESTER

Through the use of outlawed cybernetic practices, your body has been infused with a swarm of nanobots that bend to your will. Upon releasing them into a computer, device or person via skin contact, you gain power to control, augment or harm your target.

Visual Changes: Exposed cybernetics

Rank One:	+10 Computers, +1 STR or AGI or END
Rank Two:	*Passive Regeneration,* +5 Fighting
Rank Three:	*Torment*
Rank Four:	*Passive Regeneration 2,* +2 STR or AGI or END
Rank Five:	+10 Computers, +5 Fighting

Passive Regeneration: 1 Health is regenerated at the start of every phase.
Passive Regeneration 2: 1 additional Health is regenerated at the start of every phase.
Torment: Landing a successful Fighting strike causes you to release nanobots into an enemy, causing them debilitating pain. This causes the target to suffer -3 WPs and -2 to all attributes for 1 phase. Torment does not stack.

LYCANTHROPE

Assuming the hybrid shape of both human and beast, you gain access to enhanced physical ability as well as the beast's natural advantages.

Visual Changes: Altered body structure, animal features

Rank One:	+3 STR, +3 END, *Natural Weapon: Claws*
Rank Two:	+50 Health
Rank Three:	+2 STR, *Natural Weapon: Maw*
Rank Four:	*Fear Immunity, Mental Immunity,* +5 Fighting
Rank Five:	+2 STR, +2 END, *Relentless*

Natural Weapon: Claws
Threat: 5
Damage: 15
(1c) Damage Adjustment: +2

Natural Weapons: Maw
Threat: 3
Damage: 20
(1c) Damage Adjustment: +2

Relentless: Does not receive Wound Penalties.
Fear Immunity: Immune to Fear effects.
Mental Immunity: Immune to illusions and mind effects.

MIGHTY HERO

You have developed super-human abilities by way of a strange occurrence. Having experienced a life-altering event, you can now do things other mortals only dream of.

Visual Changes: Costume, increased musculature

Rank One:	+3 STR, +50 Health
Rank Two:	+3 END, +5 ARM, +5 RES
Rank Three:	+3 STR, +50 Health
Rank Four:	+3 CHA, +5 ARM, +5 Leadership
Rank Five:	*Passive Regeneration*

Passive Regeneration: 1 Health is regenerated at the start of every phase.

MIMIC

Highly attuned to the flow of power, a quick observation is all you need to instinctively understand how to copy any ability. You give new meaning to the phrase—"Anything you can do, I can do better."

Visual Changes: None

Rank One:	*Copy Magic 1,* +1 Shaping
Rank Two:	*Copy Technique*, +1 Shaping
Rank Three:	*Copy Magic 2,* +2 INT
Rank Four:	*Copy Technique 2,* +3 Any Base Skill
Rank Five:	*Copy Magic 3,* +1 Shaping

Copy Magic 1: As an instant untested action, you gain access to a Rank 1 Ability used within 10 meters. Only one Ability may be accessed at a time by Copy Magic 1, and using Copy Magic 1 again will replace the previously learned Ability with a new one.

Copy Magic 2: As an instant untested action, you gain access to a Rank 2 (or lower) Ability used within 10 meters. Only one Ability may be accessed at a time by Copy Magic 2, and using Copy Magic 2 again will replace the previously learned Ability with a new one.

Copy Magic 3: As an instant untested action, you gain access to a Rank 3 (or lower) Ability used within 10 meters. Only one Ability may be accessed at a time by Copy Magic 3, and using Copy Magic 3 again will replace the previously learned Ability with a new one.

Copy Technique: As an instant untested action, you gain access to any Technique used within 10 meters. Using Copy Technique again will replace a previously learned Technique with a new one.

Copy Technique 2: As an instant untested action, you gain access to a second Technique used within 10 meters. Using Copy Technique 2 again will replace a previously learned Technique with a new one.

PSIONICIST

Others would do well to fear what you are thinking! Your psionic power has been honed and tested time and again. You have transcended the limits of the physical world and are able to generate a myriad of effects with nothing more than your thoughts.

Rank One:	+2 END, *Telepathy*
Rank Two:	+2 INT, *Divided Mind 1*
Rank Three:	*Psionic Enhancement*
Rank Four:	+6 to Reaction tests if unsurprised
Rank Five:	*Divided Mind 2*

Divided Mind: The first psionic ability used in a phase is considered a free action.
Divided Mind 2: The second psionic ability used in a phase is also considered a free action.
Psionic Enhancement: +10 damage done by any psionic ability's base effect
Telepathy: May communicate telepathically with any willing target in sight

PSIONIC WARRIOR

Quickness in mind and body builds the cornerstone of your martial prowess. Through psionic power, you have melded your mind and body to create a lethal weapon.

Visual Changes: Alien features, battle attire

Rank One:	+2 AGI, +5 Fighting
Rank Two:	+2 END, +6 RES
Rank Three:	*Psionic Enhancement*
Rank Four:	+10 Fighting, +3 ARM
Rank Five:	+2 AGI, *Divided Mind*

Psionic Enhancement: +5 Psionic damage done by any Psionic base effect.
Divided Mind: The first Psionic Ability used in a phase is considered a free action.

SHADOW DANCER

Mysterious shadow magic has enhanced your abilities. Mythic speed, deadly silence, and control over the darkness is now at your fingertips.

Visual Changes: Ceremonial garb, shadowy appearance

Rank One:	+7 Fighting, +7 Any Fighting Advanced Skill
Rank Two:	+5 Weaponry, *Silent Steps*
Rank Three:	*Deadly Strikes*
Rank Four:	+1 All Attributes
Rank Five:	*Shadow*

Silent Steps: Your footsteps make no sound.
Deadly Strikes: All Fighting and Weaponry Strikes deal an additional +6 damage.
Shadow: You become invisible to the naked eye when standing in a shadow that covers most of your body. You receive +10 to any Fighting or Weaponry Defensive AT when in total darkness.

SHAPESHIFTER

Always looking to go unnoticed, you have a way of slipping through the cracks. Endowed with the ability to change your shape at will, you have become a master of disguise, taking whatever appearance happens to suit your needs.

Visual Changes: None

Rank One:	*Minor Cosmetic Change,* +10 Stamina
Rank Two:	*Major Cosmetic Change*
Rank Three:	*Alteration 1,* +10 Stamina
Rank Four:	*Copycat*
Rank Five:	*Alteration 2,* +10 Stamina

Minor Cosmetic Change: You may change one minor aspect of your appearance (such as hair length and color, eye color) as an instant free action.

Major Cosmetic Change: You may change one major aspect of your appearance (such as height, facial features, skin color) as an instant free action.

Alteration 1: As an instant, untested action you may alter your body to reduce either your STR, AGI, or END by one, and increase one of the other two attributes by one. Only a maximum of three points may be reassigned by Alteration 1.

Alteration 2: As an instant, untested action you may alter your body to reduce either your STR, AGI, or END by one, and increase one of the other two attributes by one. Only a maximum of five points may be reassigned by Alteration 2.

Copycat: As an instant untested action, you may assume the appearance of any individual within sight.

SIREN

You have a magically infused voice that is equal parts enchanting and deadly. Whether it's making those who hear you swoon or suffer, your voice is a power to behold.

Visual Changes: Beautifying of features, flawless skin

Rank One:	*Natural Weapon: Screech*
Rank Two:	+5 Singing, +2 CHM
Rank Three:	*Deafen,* +1 Damage to Screech Strikes
Rank Four:	+5 Singing, +2 CHM
Rank Five:	*Rupture*

Natural Weapon: Screech
Range: 0-5m/5m-10m/10-15m
Difficulty: 10/25/35
Damage: 12
Speed: 30
(1c) Damage Adjustment (Single): +5 Damage
The Screech Natural Weapon uses Singing ATs to be fired

Deafen: Successful *Screech* Strikes now cause the target to lose their hearing and become disoriented, causing them to suffer a -3 penalty to all ATs taken for three phases. Deafen does not stack.

Rupture: Successful *Screech* Strikes now inflict deep lacerations, causing Bleed(2).

SPEED FREAK

Time somehow flows differently for you, allowing you to move with blinding speed. Always on the move, you wonder how everyone else can stand moving at a snail's pace.

Visual Changes: Slight vibration while standing still

Rank One:	+3 AGI, *Haste 1*
Rank Two:	Double Movement Distance in a phase, +3 Reaction
Rank Three:	+3 AGI, +5 Reaction
Rank Four:	*Blur,* +3 Reaction
Rank Five:	+3 Reaction, *Haste 2*

Haste 1: The first physical action taken in a phase is considered a free action.

Haste 2: The second physical action taken in a phase is considered a free action.

Blur: Your movements have become so fast and erratic that any Fighting or Weaponry AT made against you suffers a -4 penalty.

STAR SAGE

Whether through alien tradition, inherent ability, or adherence to archaic religions, the Star Sage eschews the technology that is all around them in favor of magic.

Visual Changes: Alien features, ceremonial garb

Rank One: +2 Shaping, *Summon Laser Sword*
Rank Two: +1 Shaping, +2 AGI
Rank Three: +2 Shaping, +2 END, +5 Weaponry
Rank Four: +1 Shaping, +2 AGI
Rank Five: +3 Shaping, +1 to all Attributes

Summoned Laser Sword
Damage: 15
Threat: 15
(1c) Damage Adjustment: +4 Damage
(8c) Weapon Adjustment: Amputate
(BS + 15c) Alternate Strike: Decapitate

UNHOLY KNIGHT

Swearing an unbreakable vow to the dark gods, this fallen warrior spreads poison, disease, and destruction with his black gifts.

Visual Changes: Menacing armor, dark veins

Rank One: *Poisoned Strikes*
Rank Two: +3 STR, +25 Health
Rank Three: +5 ARM, +5 RES
Rank Four: +3 END, *Fear Immunity*
Rank Five: *Magical Enhancement*

Poisoned Strikes: All strikes cause a Poison effect, which inflicts two Magical damage and 2 Stamina damage per phase for five phases. Poisoned Strikes does not stack.

Fear Immunity: Immune to Fear effects.

Magical Enhancement: +10 magic damage done by any magical base effect.

UNNATURAL AUGMENTATION

You have undergone a process that has altered your body in unnatural ways. Be it by alchemy or sorcery, your body is now capable of inhuman feats of strength and speed.

Visual Changes: Gray deathly pallor, bloodshot eyes

Rank One: +2 STR, +2 Reaction, *Summon Shortsword*
Rank Two: +2 AGI, +3 Reaction, Can see in total darkness
Rank Three: +6 RES, +3 ARM
Rank Four: +2 END, Immune to poison
Rank Five: +4 PER, +4 Fighting/Weaponry Defensive ATs

Summoned Shortsword
Threat: 5
Damage: Strength +10
(1c) Damage Adjustment: +2
(3c) Weapon Adjustment: Bleed (3)
(15c) Weapon Adjustment: Amputate
(BS + 10c) Alternate Strike: Hamstring
(BS + 25c) Alternate Strike: Decapitate

MAGICAL ABILITIES

When the Animus is created, a single Animus Ability is selected for each of the five possible ranks, chosen from the following list of Magical Abilities.

RANK ONE

ADVANCED REFLEXES

The user's reflexes become impossibly fast, allowing them to react to any incoming threat.

Range: Self

Duration: 5 Phases

Type: Transformation

Base Success: The user is treated as being first in Reaction order, regardless of the result of their Reaction AT. This effect is maintained even if Reaction is re-rolled for any reason. They return to their normal spot in Reaction Order once the effect is ended.

(3c) Duration Adjustment: +1 Phase

ANIMATE

By speaking arcane words of power, the user commands a corpse to enter a state of undeath. A corpse must be relatively whole for Animate to work on it, though it can be missing certain limbs or portions so long as the majority of the head is still attached and intact. Once animated, a corpse will obey the user's commands without question or thought. No memory or semblance of the corpse's former life will remain, and without direction from the user, it will wait indefinitely. Animated corpses lack significant intellect and require explicit direction from a user if they are to perform anything other than very basic actions. The only concept the corpse will instinctively understand is "attack."

Range: 10m

Duration: 1 Hour

Type: Summon

Base Success: A corpse is animated with the listed statistics.

(1c) Range Adjustment: +1 Meter

(3c) Strength Adjustment: +1 STR, AGI, and END

(8c) Strength Adjustment: Linked—The corpse can be commanded by thought and will understand any command, however complex, given by the user.

Animated Corpse

STR	5	INT	1
AGI	5	PER	3
END	5	CHM	1
HEALTH	75	STA	75

Fighting 5

BLIND SPOT

By invading a target's mind, the user is able to create a sort of blind spot in their vision, effectively rendering the user invisible to the target. This effect is unnerving to the target, making them aware of the fact that something is wrong with their perception, but so long as the user doesn't take more than a step from their current location, the target will be unable to see them, even if staring in the targets direction.

Range: Self

Duration: 1 Phase

Type: Mind

Base Success: The user is effectively hidden from the target. While the target of Blind Spot can be surprised by the user, they can not be considered unaware because of its effect.

(3c) Duration Adjustment: +1 Phase

BLOODLUST

The sight of blood fills the user with unnatural strength and vigor. Bloodlust may only be used after witnessing blood being spilled in person. The presence of old blood, or a wound that does not cause bleeding is not sufficient for activation.

Range: Line of Sight

Duration: 3 Phases

Type: Battle

Base Success: Grants the user +5 STR and immediately regenerates 20 Stamina.

(7c) Strength Adjustment: +1 bonus STR

(1c) Strength Adjustment: +1 restored Stamina

BURN

The user causes a target to erupt in flames for a brief moment, causing terrible burning.

Range: 2m

Duration: Instant

Type: Elemental, Fire

Base Success: Targets of Burn suffer 14 magical damage.

(1c) Damage Adjustment: +1 magical damage

(3c) Range Adjustment: +1 meter

(8c) Strength Adjustment: *Scorch.* Causes the target to suffer an additional 10 magical damage from subsequent Burn uses. Lasts 3 phases. May not be purchased more than once or if the target already suffers from Scorch.

BYPASS

Allows a user to treat any locked or closed entrance as if it were open and accessible. This will allow a user to turn the knob on a locked door and open it if possible. If an entrance is not accessible such as being barred or sealed in some way, the user can then choose to pass through the entrance as if it were incorporeal. Only a maximum thickness of one meter may be passed in this manner, and only if the obstruction is immediately connected to or pressed up against an actual portal of some kind. A user could not simply walk through a wall by using bypass.

Range: Self

Duration: 1 phase

Type: Transformation

Base Success: The user may effortlessly open or pass through a single entrance.
(3c) Strength Adjustment: +1 Entrance bypassed
(3c) Duration Adjustment: +1 Phase

CONTROL PAIN

By exerting control over their body, the user is able to perform unhindered even while significantly hurt and can block out any pain.
Range: Self
Duration: 10 Phases
Type: Transformation
Base Success: Ignores up to -6 WP's
(3c) Strength Adjustment: Ignore additional -1 WP

ENSORCEL

Once a chosen target lays eyes upon the user, they become bewitched, subconsciously developing powerful feelings for the user. These feelings are a close mimicry of real love, causing the target to seek the user's presence whenever possible. Ensorcel will cause a target to desire nothing more than to please the user and help keep them safe. The exact nature of the feelings will be determined by the most logical interpretation of the social interaction between the user and the target. For example if, the user was a young child, and the target a middle aged adult, the target may see the child as an adorable innocent that needs to be protected from the harsh realities of life. If the user was an attractive young professional and the target was their boss who already had interest in them, then the feelings created by Ensorcel would probably take the likeness of a high school crush or even a genuine romantic interest. Any emotion created by Ensorcel will not be strong enough to supersede the target's instinct for self-preservation. They will not do anything that would obviously cause them or their loved ones harm either physically or emotionally, but they will act on their feelings if they believe their actions will go undetected.
Range: Line of Sight
Duration: 24 hours
Type: Mind
Base Success: Instills the target with subtle yet strong feelings for the user. This will grant the user a massive +20 bonus to any Social AT taken against the target. Ensorcel may affect only one target per rank of the user.
(5c) Duration Adjustment: +12 Hours

FLASHBACK

The user is granted a vision of the last time a held item was handled.
Range: Touch
Duration: 3 Seconds
Type: Mind
Base Success: The user is granted a 3 second vision showing how, when, and where a held item was handled or used, including the basic details of the user's appearance. This vision starts from when the item was first handled. The item must have been handled or used within 2 days for a base success to reveal this information.
(2c) Strength Adjustment: +12 hours may have passed since last usage of the item.
(4c) Strength Adjustment: The vision fully reveals the details of the last user of the item.
(6c) Duration Adjustment: The vision lasts an additional 4 seconds.

FRIGHTENING ROAR

A horrifying bestial roar is released, causing all who hear it to panic and flee in fear.
Range: 10m
Duration: Instant
Type: Fear
Base Success: The roar causes all within range to tremble, suffering a -3 to their AGI during the current phase and the following. They must also take a CT (40%) that if successful causes them to spend 1 phase fleeing. While fleeing, a target must forsake all actions each phase in an effort to run away from the user as fast as possible. A fleeing target will stop to take any action necessary to allow them to continue moving further away from the user. This can include, breaking a window, kicking down a door, or even leaping over a chasm. If bodily harm is imminent should the fleeing target continue to run, they will instead crouch down in terror, shaking and unwilling to take any action other than screaming.
(8c) Strength Adjustment: Additional -1 penalty to AGI
(4c) Strength Adjustment: +5% to CT for fleeing
(5c) Duration Adjustment: +1 Phase spent fleeing

GLAMOUR

With a simple wave of the hand, the user creates a simple illusion that can change a single physical feature of a target. This can be changing someone's hair from black to blonde, their skin tone from fair to dark, or even making blue eyes suddenly green. Glamour will create simple coloring changes, progress or regress hair growth, or even age or revitalize skin. Structural alterations such as height or weight cannot be made by using Glamour.
Range: 1 Meter
Duration: 1 Hour
Type: Transformation
Base Success: A single feature changes instantly according to the wishes of the user.
(3c) Range Adjustment: +1 Meter
(3c) Duration Adjustment: +1 Hour

Inspiring Aura

When using Inspiring Aura, the user's very presence helps dispel their companion's fears, allowing them to perform at an exceptional level.
Range: Line of sight
Duration: Until line of sight is broken
Type: Holy, Transformation
Base Success: Any ally within natural eyesight of the user receives +3 to all ATs. Additionally, any attempt to create fear in an ally of the user incurs a -2 penalty to its AT.
(2c) Strength Adjustment: Bonus to ATs increases by +1

(2c) Strength Adjustment: Penalty to ATs attempting to cause fear increases by -1

INVINCIBILITY

Showcasing the user's toughness, Invincibility allows them to withstand extraordinary amounts of damage for a brief time. The user may also use their limbs to effectively parry normally lethal weapons.

Range: Self
Duration: Special
Type: Protection
Base Success: Grants the user +20 ARM for the remainder of the phase, and the entirety of the following phase as well. After that, at the start of each phase, Invincibility has its ARM bonus reduced by 5. When the bonus reaches zero in this manner, Invincibility has expired. The user may not activate Invincibility if it is currently active, they must wait until a previous use has expired before activating the ability again. If the bonus ARM granted by Invincibility exceeds the threat of an opponent's weapon, that threat is nullified for the purposes of any AT taken when using it.
(3c) Strength Adjustment: +1 ARM

LINGERING PASSAGE

With Lingering Passage, the user is able to see the echoes of a person's actions. When active, the user will see the ghostly image of any movements a chosen target has made in the area being viewed.

Range: Self
Duration: 10 minutes
Type: Mind
Base Success: Once successful, the user will see ghost-like images of all the actions their target has taken up to 8 hours prior to the time of viewing. So if the user was viewing a person's home, they might see a ghost-like image of that person sitting at their table having breakfast, if that happened no more than 8 hours ago. As for what specifically is seen, that is determined by the start point the user chooses. Once chosen, they will see the ghost image perform everything in chronological order, up until the image is out of the user's natural line of sight or Lingering Passage's duration expires.
(2c) Strength Adjustment: +8 Hours maximum time passed before viewing
(1c) Duration Adjustment: +1 minute

PSYCHIC STRIKES

By compressing psionic power into their body, the user is able to cause explosions of power when striking a target with unarmed attacks. These bursts of psionic power are so focused they will deal their damage only to the target, leaving the user unharmed.

Range: Self
Duration: Special
Type: Psionic
Base Success: Fills the user's body with enough power to create 5 Psychic Strike charges. Whenever the user purchases a base success for an unarmed AT it will inflict +8 magical damage and consume a charge. In addition to the extra damage, the psionic explosions are extremely disorienting, causing the target to lose 2 CAP they had previously accrued towards any and all persistent ATs they are currently involved in. Psychic Strike may not be activated if the user currently has unused charges. All charges have a duration of 10 phases.
(3c) Strength Adjustment: +1 Charge created
(5c) Strength Adjustment: +1 Bonus magical damage
(2c) Duration Adjustment: +1 Phase charge duration

REPROGRAM

The user may alter the programming of any simple electronic system to manipulate its usage. The system can only be manipulated to perform tasks it was already capable of. For example, an electronic lock could open using any combination, or an intercom's radio channel can be opened or closed at will. On the other hand, the electronic lock cannot be reprogrammed to control the intercom. The system must have a way to be interfaced with (whether that be a keypad, a monitor and keyboard, or an onboard button) in order to be reprogrammed.

Range: Touch
Duration: 5 Phases
Type: Transformation, Tech
Base Success: Reprogram can cause a system to turn on or off and lock or unlock regardless of the normal conditions that would be necessary, such as a requiring a password or having an open two-way communication established by two separate users.

SONIC DAMPENERS

The user creates a field that dampens all sound in an area.

Range: 10m
Duration: 10 minutes
Type: Energy, Tech
Base Success: All sound within a 10 meter field is reduced to anyone listening from outside the field. Movement and soft speech become entirely silent, normal speech or physical activity are dampened to a low murmur, and loud noises or shouting are reduced to sounding as normal speech or originating from far away. All sound maintains its normal volume while inside the field.
(3c) Range Adjustment: +1 meter
(3c) Duration Adjustment: 1 minute

SONIC MANIPULATION

Controlling sound waves allows for perfectly silent movement, or a sudden eruption of noise that can deafen or disorient others.

Range: 1m
Duration: Instant or Persistent
Type: Energy
Base Success: If being used to silence movement, then neither the user nor anything they carry will make any noise at all. The silence of Sonic Manipulation can be maintained by paying 1 Stamina at the start of each subsequent phase.

If being used to create a sonic eruption, the target

is temporarily deafened and disoriented, causing a -5 penalty to all ATs for the current phase and the following phase.
(3c) Range Adjustment: +1 meter
(4c) Duration Adjustment: +1 Phase to Sonic eruption's AT penalty

TELEKINESIS

The user is able to move physical matter using only their mind.
Range: 10m
Duration: Instant
Type: Psionic
Base Success: Telekinesis can be used to push, pull, or lift a 150 pound item up to 5 meters from their original starting point. Items that are moved in this way have a Speed of 20 while being moved. If used against a person, Telekinesis does 8 damage for every 5 meters the target is moved.
(1c) Strength Adjustment: +20 Pounds
(3c) Range Adjustment: +3 meters

UNLOCKED AWARENESS

By opening the user's mind, they become completely in-tune with their surroundings and all entities involved in their current combat. This level of consciousness makes it impossible for the user to be surprised or caught unaware, and enhances the user's ability to respond to all threats.
Range: Self
Duration: 10 Phases
Type: Battle
Base Success: User receives a +4 bonus to all defensive ATs and cannot be considered surprised or unaware for any reason.
(3c) Strength Adjustment: +1 bonus to defensive ATs
(2c) Duration Adjustment: +1 Phase

WARD

By making contact with a target, the user of Ward can imperceptibly protect them from harm. There is no normal indication of Ward taking effect. While the process by which Ward is applied may sometimes include a marking or other form of sigil, this is not necessary for the ability to function properly.
Range: Touch
Duration: 1 Hour
Type: Protection
Base Success: The target of Ward receives +4 to both ARM and RES. Ward may be placed on only one target at a time. Placing Ward on a new target while one is already under its effect will remove Ward from the previous target.
(5c) Strength Adjustment: +1 RES
(5c) Strength Adjustment: +1 ARM

ATTACK COORDINATION

By declaring a target to their allies, the user is able to link minds with their allies and subconsciously guide their action in battle. Any ally who attacks the target chosen by the user imposes a much larger than normal penalty should the target attempt to defend against more than one of them.
Range: Line of Sight
Duration: 1 Phase
Type: Battle
Base Success: The target receives an additional -4 penalty to all defensive ATs made in a phase beyond the first.
(3c) Strength Adjustment: Additional -1 penalty to subsequent defensive ATs
(5c) Duration Adjustment: +1 Phase

BURST OF LIGHT

The user causes a concentrated explosion of power on a target, causing extra damage if the target is an agent of the Doubt.
Range: 5m
Duration: Instant
Type: Holy
Base Success: Targets of Burst of Light suffer 10 magical damage. If the target is a Reaver or Void, this damage increases to 20.
(2c) Damage Adjustment: +1 magical damage
(2c) Range Adjustment: +1 meter
(6c) Strength Adjustment: *Weakness.* Creates a lingering shimmer around the target lowering their Resistance by 1 for each time this adjustment is purchased

COMPEL

Mesmerizing a target with their gaze and their words, the user is able to force a target to execute a single, simple command. This command can be brief, such as "Stop" or can involve more complex thought, such as "Grab my notebook from the desk." The target will follow the command to the best of their ability as long as doing so does not put them in any obvious danger. For example, the order to "Grab my notebook from the desk" would be obeyed, but not if doing so forced the target to walk through a fire or move past an angry monster. Any command given by Compel requires the target to hear and understand the user's command, and the user must be in the natural line of sight of the target.
Range: Line of Sight
Duration: Up to one hour
Type: Mind
Base Success: The target will work towards completing the given command. If the command has a clear objective, Compel ends as soon as that objective is complete. The issued command will supersede any desires in the target other than maintaining their own safety and the safety of their loved ones.
(2c) Duration Adjustment: +1 hour

CONCEALED WEAPON

By activating Concealed Weapon, the user is able to defy logic and place a weapon (no longer than one meter and no heavier than two kilograms) into the pocket of an article of clothing they are currently wearing. The opening of the pocket must be large enough to pass the item through, but it effectively vanishes as it is placed inside. Only the user of Concealed Weapon may retrieve the hidden weaponry. Should the ability expire, the hidden weapon will fall to the floor as if it had just been dropped by the user.

Range: Self
Duration: 1 Hour
Type: Transformation
Base Success: The user may place one weapon into a pocket. Concealed weapon expires once its duration has ended or the weapon is removed
(7c) Strength Adjustment: May remove the weapon 1 additional time without ending Concealed Weapon.

EARTHBOUND WEAPON

In the hands of the user, a piece of organic material such as a tree branch or bone will immediately grow and shape itself into a special melee weapon, imbued with magic power.

Range: Touch
Duration: 10 Phases
Type: Nature, Transformation
Base Success: Creates a Two Handed or One Handed Blunt weapon that possesses the following statistics:

Threat: 5
Damage: 10
Damage Adjustment (1c): 1 Damage
Weapon Adjustment (4c): *Crippling Poison* Inflicts 5 additional damage and causes the target to lose 10 Stamina. If a target is reduced to zero Stamina by Poison, they immediately fall unconscious.

(3c) Strength Adjustment: +1 additional damage dealt by *Crippling Poison*
(4c) Strength Adjustment: *Crippling Poison* reduces target's Stamina by an additional 5
(6c) Strength Adjustment: *Rejuvenate* All Stamina damage done by this weapon is given to the user. Normal maximum Stamina can not be exceeded this way.
(3c) Strength Adjustment: *Bound* This weapon becomes physically bound while wielded, making normal disarming impossible

ETERNAL COMMAND

The user can force a ghost or spirit to obey a single command until either it is completed or the user is dead. This command can be anything and must be followed as precisely as possible by the target. If the user commands something of the target that is impossible for them to do, the command may be ignored, and the target becomes immune to Eternal Command for 24 hours.

Range: 10m
Duration: Special
Type: Unholy
Base Success: The target ghost or spirit will work aggressively to complete the given command as long as it is possible to complete.
(1c) Range Adjustment: +1 Meter
(5c) Strength Adjustment: *Empower* Grants the target a single use of any Ability or Remnant possessed by the user. Use of the granted Ability or Remnant is tested using the user's Shaping score. This adjustment may be purchased multiple times, giving either an additional use of the same ability or remnant, or access to an entirely new one.

EXTINGUISH

With a simple gesture, the user can cause fire to immediately cease, no longer posing a threat to anyone.

Range: 1m
Duration: Instant
Type: Elemental, Fire
Base Success: An area covering a 1m radius will be immediately extinguished. Any pre-existing fire will stop burning, but this does not prevent new flames from being created by outside forces.
(1c) Strength Adjustment: +1m radius affected
(3c) Range Adjustment: +1 meter

FIREBREATH

By opening their mouth, the user creates a stream of fire to burn their foes.

Range: 12 meters
Duration: Instant
Type: Elemental, Fire
Base Success: Fire erupts from the user's mouth in a straight line, inflicting 20 magical damage to a single target.
(1c) Strength Adjustment: +1 Magical Damage
(2c) Range Adjustment: +1 Meter

FROST AURA

An area around the user becomes filled with bone chilling cold, leeching the strength of enemies and slowly giving them frostbite

Range: 2 Meter radius
Duration: 5 Phases
Type: Elemental, Water
Base Success: An area covering a 2m radius centered on the user causes all living beings with to suffer -2 Strength and take 3 magical damage each phase.
(3c) Strength Adjustment: +1 Magical Damage
(6c) Strength Adjustment: Additional -1 Strength
(2c) Range Adjustment: +1 meter radius
(1c) Duration Adjustment: +1 Phase

HOT PURSUIT

For short periods of time, the user can move at great speed to cover distances.

Range: Self
Duration: Instant
Type: Transformation

Base Success: Allows the user to move double the normal distance in a phase.
(2c) Strength Adjustment: Increase distance multiplier by 1

HYPNOTIC GAZE

Locking eyes with a target allows the user to stupefy them temporarily, causing them to forget anything that has transpired in the past ten minutes. The Hypnotic Gaze is only maintained for a moment and its effects take hold instantly.
Range: 2 Meters
Duration: Instant
Type: Mind
Base Success: A fugue befalls the target causing them to completely forget the past ten minutes of their memory. This is disorienting, causing them to suffer a -3 penalty to all ATs taken during the phase Hypnotic Gaze takes effect.
(3c) Strength Adjustment: Erases an additional 5 minutes of memory

ILLUSION

Creates an illusion up to roughly the size of the user's body that is capable of realistic movement.
Range: 5m
Duration: Instant or Persistent
Type: Mind
Base Success: Creates an illusion up to roughly the size of the user's body. This illusion is only perceptible by sight and is capable of complicated movement so long as the user keeps Illusion active. Maintaining Illusion costs 2 Stamina at the start of a subsequent phase and is considered an untested persistent action.
(3c) Range Adjustment: +1 meter

INTUITION

Sifting through an opponent's mind during battle allows the user to anticipate their every move. While not an actual means to actively look through a target's mind, Intuition keeps tabs on their surface impulses, betraying their intentions and telegraphing their movements to the user.
Range: 20m
Duration: 10 Phases
Type: Battle, Mind
Base Success: Grants the user +8 to any defensive ATs made against the target. The target must also declare their intended action for a phase before the user declares their own actions.
(5c) Strength Adjustment: +1 to Defensive ATs

LAY ON HANDS

By placing their hands on the target, the user heals wounds and cures illness.
Range: Touch
Duration: Instant
Type: Holy, Healing
Base Success: Restores 20 Health to a target. A target's normal total Health can not be exceeded in this manner.
(2c) Strength Adjustment: +1 Health restored
(6c) Strength Adjustment: Removes all non-fatal illness or disease
(9c) Strength Adjustment: Removes all non-fatal and fatal illness or disease

MIGHTY THROW

A demonstration of strength, Mighty Throw allows the user to lift extremely heavy objects and throw them as a weapon. Tossing a car, a sewer lid, or even a boulder are all possible, potentially crushing the recipient.
Range: Self
Duration: Instant
Type: Battle
Base Success: Allows the user to lift an object weighing up to one metric ton and throw it a maximum distance of 10 meters.
(3c) Range Adjustment: +1m to long range
(5c) Strength Adjustment: +1 bonus to the AT when attempting to throw an object.

Any projectiles used by Mighty Throw share the following statistics:

Range: 0-1m/2m-5m/6m-10m
Difficulty: 5/7/10
Damage: 30 (+10 for every 500 kilograms of object's weight)
Speed: 10
(2c) Damage Adjustment: +5 Damage

MONSTROUS REGENERATION

Dangerous wounds mend at an astounding rate.
Range: Self
Duration: 1 Phase
Type: Transformation, Healing
Base Success: The user regenerates 10 lost Health immediately, and 10 additional Health at the start of the next phase.
(3c) Strength Adjustment: +1 Health restored on use and at the start of the following phase

PAIN RECOLLECTION

The user digs through the target's mind to bring back memories of previous wounds or forces the sensation of new ones.
Range: Line of Sight
Duration: 5 Phases
Type: Mind, Psionic
Base Success: If the target has had Wound Penalties removed within line of sight of the user, Pain Recollection causes the sensation of those WPs to return, with an additional -2 Wound Penalty, for 5 phases. Penalties restored by Pain Recollection are completely in the mind of the target, thus any power, ability, or effect that would normally ignore WPs through physiological means will fail. Effects that erase WPs via affecting the target's mind will work on Pain Recollections WPs but this effect will need to be reapplied after Pain Recollection's use in order to do so.

If the target has not removed any WPs in sight of the user, Pain Recollection instead causes them to suffer only a -2 Wound Penalty for 5 phases, as long buried memories of agony or injury are resurfaced to a lesser degree.
(3c)Strength Adjustment: -1 WP
(3c)Duration Adjustment: +1 Phase

PARALYTIC POISON

The user coats their weapon with a poison that slows movement or causes paralysis in a target.
Range: Self
Duration: 5 Phases
Type: Battle
Base Success: Whenever a base strike is purchased with a poisoned weapon, it applies a stacking Paralytic Poison penalty. Once a target has 2 stacks of Paralytic Poison applied, the CAP cost for any physical action is increased by 2. If a target has 5 stacks of Paralytic Poison, their nervous system is shocked, causing them to lose all CAP they've accrued towards any persistent action, and may only make Defensive ATs at a -8 penalty as long as they still are afflicted with 5 stacks of Paralytic Poison.
(3c) Duration Adjustment: +1 Phase
(6c) Strength Adjustment: Paralytic Poison is applied twice whenever a base strike is purchased with a poisoned weapon.

RAGE

Subtle manipulation of a target's brain allows the user of Rage to set that person's emotional status to one of barely contained anger. Once being affected, a target of Rage is filled with an irrational angst that will cause even the slightest irritation to cause them to have a violent outburst. These outbursts will be abnormally extreme, and once triggered will not end until the affected person is rendered unconscious.
Range: Line of Sight
Duration: 10 minutes before trigger, 1 hour after
Type: Mind
Base Success: The target's mind becomes a hair triggered bomb of violence. For ten minutes, any form of irritation or aggression at all, no matter how slight, will trigger an all consuming rage in the target. Once triggered, the user will commit any violence possible upon the source of the trigger until they are incapacitated. After attacking the source of the trigger, the target will turn their violent urges on the nearest living target, with no concern for any implications or danger to themselves. For example, a target of Rage who is stopped by a police officer to receive a traffic ticket would immediately attack the police officer in rage, regardless of the possibility that officer is both armed and capable of defeating them.
(3c) Duration Adjustment: +1 minute allowed before triggering Rage
(3c) Duration Adjustment: +1 Hour spent under Rage's effect once triggered

SLAYER

Any item the user holds becomes capable of dealing lethal damage against unnatural or inhuman targets.
Range: Touch
Duration: 1 hour
Type: Battle
Base Success: Any attack using a common item other than a weapon deals +5 damage against unnatural or inhuman targets. Common items have a base damage of 1 and a (2c) Damage Adjustment of +1 Damage.
(1c) Strength Adjustment: +1 Bonus Damage

SPIRIT WEAPON

The user's weapon is enhanced with otherworldly power, allowing it to bypass traditional armor and damage incorporeal spirits.
Range: Touch
Duration: 1 hour
Type: Energy
Base Success: The affected weapon's damage is considered to be magical rather than physical. This means it may also do damage to any target that is normally immune to Physical attacks.
(4c)Strength Adjustment: The Spirit Weapon gains a new purchasable Weapon Adjustment; *Haunt*.
(2c) Weapon Adjustment: *Haunt* Causes targets to become beset by the voices of the afterlife, becoming so distracted they receive -2 to all ATs as long as they are Haunted. *Haunt* lasts for 3 phases. Haunt has no effect on a target already under its influence.

RANK THREE

ADAPTIVE DEFENSES

Protective measures adjust intelligently to counteract a source of incoming damage.
Range: Self
Duration: 10 Phases
Type: Protection, Tech
Base Success: While Adaptive Defenses is active, the user gains +10 to ARM after taking physical damage. This bonus will change to RES after receiving magical damage, and back to ARM if physical damage is again sustained. There is no limit to how many times the bonus from Adaptive Defenses can change.
(3c) Duration Adjustment: +1 Phase
(5c) Strength Adjustment: +1 Bonus

BOUNTIFUL

The user of Bountiful is able to cause small items to multiply if there is need, like finding a little extra money to buy something, or having a few extra energy bars for a hungry friend.
Range: Touch
Duration: Instant
Type: Summon
Base Success: Causes any mundane item, no larger than the length of the user's hand, to duplicate up to 5 times so long as there is an immediate need for the copies. For example, a user who is stuck in a gunfight

might decide as they run low that they need a few extra bullets. This user would be able to use Bountiful to produce more bullets, but if they were at home and not in the middle of a gunfight, they would not be able to do so. In addition to having need, the user must also be able to procure the duplicate items away from the view of any party, including the user. This means no one can be looking directly at the copies as they are created. Using Bountiful to produce money for a mugger would work so long as the duplicates can be "found" in a pocket or wallet—Bountiful will not cause the money in the user's hands to multiply while the mugger is staring directly at it.

Any duplicate created by Bountiful is, for all intents and purposes, identical to the original and will remain permanently if it is used for its needed purpose. Spent money will remain, just as bullets fired will leave shells. Duplicates created that do not for some reason get used will immediately vanish from existence.

(5c) Strength Adjustment: +1 duplicate created

CAMOUFLAGE

Camouflage enables the user to change their entire appearance so they blend in with their surroundings. A casual viewer can easily mistake the user for a wall of brick or a patch of leaves while Camouflage is in effect.

Range: Self
Duration: 10 minutes
Type: Transformation

Base Success: Everything about the user from their hair to their clothes changes coloring and appearance to match perfectly with their direct surroundings. If the user remains relatively still, they are considered invisible to anyone not actively searching for them. Anyone who is actively searching for them will receive a -10 penalty to any AT attempting to detect the user. Once detected, or if moving while under Camouflage effect, any AT made to strike the user with a ranged weapon suffers a -3 penalty. Once the user has moved away from their original surroundings, the effects of Camouflage stop.

(3c) Strength Adjustment: Additional -1 penalty to those actively searching for user
(2c) Duration Adjustment: +10 minutes

COMPONENT RE-ENGINEERING

Organic life is ever learning and evolving, and the only way for technological constructs to keep pace is to learn to re-purpose themselves as well. With enough time, the user of Component Re-Engineering can alter their design, reconstructing portions of their body so as to be better equipped for upcoming needs.

Range: Self
Duration: One Hour
Type: Technology, Transformation

Base Success: Spending 15 minutes without interruption allows the user to reduce a chosen Attribute by 3 and increase a different Attribute by the same amount.

(3c) Duration Adjustment: +1 Hour
(6c) Strength Adjustment: Attribute reduction and gain increased by 1

DISCHARGE

By overloading their psionic power, the user creates a burst of energy originating from their own body. This burst of psionic energy will indiscriminately concuss anyone caught in its range.

Range: 5m
Duration: Instant
Type: Psionic

Base Success: Causes anyone within range to be stunned for 1 phase. Stunned targets can only make defensive ATs which also suffer a -4 penalty.

(3c) Range Adjustment: +1 meter
(5c) Strength Adjustment: Additional -1 penalty to Defensive ATs
(9c) Strength Adjustment: +1 Phase to stun duration

DIVE BOMB

Able to streak down towards a target from an elevated place, the user can smash into the ground with great force, causing a shockwave that both harms and repels those close to the point of impact.

Range: Line of Sight
Duration: Instant
Type: Battle

Base Success: From any distance above the ground that is no less than twice their height, the user may speed through the air like a meteor and safely crash land into the ground with such force that it deals 10 damage to anyone in a 5 meter range, as well as knock them 3 meters away from the point of impact

(2c) Strength Adjustment: +1 damage on impact
(6c) Strength Adjustment: +1 meter to knockback distance

EMPOWERED ASSET

A single ally is focused on by the user, causing them to either gain access to one of user's skills, or have their physical attributes enhanced by the user's psionic power.

Range: Line of Sight
Duration: Persistent
Type: Battle

Base Success: The target is either granted up to ten skill points in a skill the user possesses, or +3 to all STR, AGI, and END. Either effect may be maintained as an instant untested action by spending 5 Stamina at the start of a subsequent phase.

(10c) Strength Adjustment: Additional +1 bonus to STR, AGI, and END
(4c) Strength Adjustment: Raises the maximum number of skill points gained from user by 1.

EVASION

The user appears to blur as he avoids projectiles that would normally be undodgeable.

Range: Self
Duration: Instant
Type: Transformation

Base Success: For the purposes of dodging projectiles, the user is considered to have an additional 40 Reaction to compare against the projectile's speed.

(3c) Strength Adjustment: +5 Reaction for comparison vs Projectile's Speed

EVOLVING DATABASE

By connecting to a relevant database or examining sufficiently advanced training material, the user may update their knowledge of a subject matter and grant them temporary proficiency with the subject at hand. Studying a large training program on self-defense can make the user an efficient combatant, while accessing a pilot simulation program may allow the user to take off and land a plane correctly.

Range: Self

Duration: 24 Hours

Type: Transformation

Base Success: Three phases of study are required before the change can take place. Once complete, the user is temporarily granted a Base Skill or Advanced Skill at a score of 10. This ability ignores the normal requirements of having Base Skills as high or higher than Advanced skills, thus an Advanced Skill can be acquired at 10 using Evolving Database, even if the user has less than 10 in the correlating Base Skill.

If the user already possesses a score in the chosen skill, the score is raised to ten if below, or granted +5 if already at ten or above. Skills cannot exceed the limit in this way.

FLAME DANCE

By staring into a flame, the user slips into a meditative state and sees visions of destruction play out in the fire. These visions always involve the user and give them a supernatural warning about impending danger.

Range: 1m

Duration: 10 minutes

Type: Mind, Fire

Base Success: Once Flame Dance is complete, the user is now aware of how destruction may befall them. Due to this, the next time anyone targets them with an AT that intends to do them harm, that AT will have a -7 penalty applied. If reaction order is established for a phase in which the aggressor's AT occurs, the user of Flame Dance is automatically placed before them in reaction order, even if the user's reaction was lower.

(4c) Strength Adjustment: -1 bonus penalty to aggressor's AT

(5c) Range Adjustment: +1 meter

HEAL

Both the user's hand and the targeted wound glow with bright light as wounds miraculously mend.

Range: 1m

Duration: Instant

Type: Holy, Healing

Base Success: Restores 30 Health to a target. A target's normal total Health can not be exceeded in this manner.

(3c) Strength Adjustment: +2 Health restored

(4c) Range Adjustment: +1 meter

IMPLANT THOUGHT

The user plants the seed of a single thought deep in the subconscious of the target. This thought, given enough time will grow and flourish, causing the target to embrace the idea fully and believe it is their own. The nature of the thought can be almost anything, such as "You will let your child stay up past bedtime today" or "You will give your secretary a big raise," but any thought that is in wild violation of the targets typical nature or logic will require provoking for their mind to accept it. An extremely passive or non aggressive person who's given the thought "You will punch your brother in the face" would simply ignore the idea unless the user helps create an additional stimulus that can convince them otherwise.

Range: Line of Sight

Duration: Special

Type: Mind

Base Success: The thought is implanted and remains in a form of incubation for 24 hours. After this period the thought will be accepted and any action desired will be taken at the earliest opportunity. For 48 hours the thought will remain and be accepted by the target as genuinely their own, after which, they will come to their senses and dismiss the idea if they would not longer agree with it without magical coaxing.

(3c) Strength Adjustment: Increase thought acceptance period by 24 hours

LIFE DRAIN

Through physical contact with a target, the user is able to steal their life force without their knowledge, adding it to their own.

Range: Touch

Duration: Persistent

Type: Magical

Base Success: The target suffers 8 magical damage and user granted any damage done as temporary bonus Health. This bonus Health can exceed the users normal maximum Health by no more than 50. If the user is missing Health due to damage, the amount of damage dealt by *Drain Life* is instead first used to replace the lost Health Points, before being added as temporary bonus Health. *Drain Life* may be maintained as an instant untested action by paying 3 Stamina at the start of a subsequent phase.

(5c) Strength Adjustment: Increase maximum bonus temporary Health by 10

(3c) Strength Adjustment: +1 magical Damage

MONSTROSITY

Demonstrating the most grotesque applications of dark power, Monstrosity fuses 3 or more corpses together granting them unlife in the form of a horrible creature meant only for violence.

Range: 1 Meter

Duration: 1 Hour

Type: Unholy

Base Success: Three corpses are merged together and transformed into a monstrous creature. This process may create a vast maw in an inappropriate place, or twist arms and legs together to make powerful limbs to better crush enemies with. The exact image and design is ultimately up to the user but the statistics will be as listed below.

(2c) Strength Adjustment: +1 STR
(8c) Strength Adjustment: *Linked* The corpse can be commanded by thought and will understand any command, however complex, given by the user.

Monstrosity

STR	10	INT	1
AGI	5	PER	5
END	10	CHM	1
HEALTH	200	STA	100

Fighting 10

MORPH

A completely transformative illusion created with a simple hand gesture, Morph causes a target to take on the exact appearance of anyone the user has met. This change will include the target's clothing, making them immediately appear just as the user remembers the person they are changing them into.
Range: 1 Meter
Duration: 1 Hour
Type: Transformation, Illusion
Base Success: The target's entire facade, clothes and all will now appear as someone chosen by the user. As this is just an illusion, accessories or possessions of any kind will perform no true function and shall vanish the instant they leave the targets possession.
(5c) Range Adjustment: +1 Meter
(3c) Duration Adjustment: +1 Hour

REGENERATE

Wounds stitch together and become little more than scars in moments.
Range: Self
Duration: Persistent
Type: Transformation, Healing
Base Success: The user regenerates 6 lost Health immediately. Regenerate may be maintained for subsequent phases by spending 2 Stamina at the start of a phase, causing the user to restore an additional 4 Health.
(4c) Strength Adjustment: +1 Health restored

SCENT OF THE HUNT

The user's potent sense of smell is able trace the scent of a target's blood. This allows the user to track down their wounded foes so they can finish them off.
Range: 1m
Duration: 1 Hour
Type: Transformation
Base Success: Allows the user to sniff a target's blood and track them exceedingly well. Any ATs made to track or follow the target gain a +15 bonus if the target is within one mile of the user. While in use, Scent of the Hunt lets the user know if the target is moving closer or further away, and causes the user to immediately restore up to 25 Stamina if the target was not in line of sight at the time of the ability's use, but enters it while Scent of the Hunt is still active.
(2c) Range Adjustment: +1 meter
(3c) Strength Adjustment: +1 Bonus to tracking ATs
(1c) Strength Adjustment: +1 Stamina restored

SHADOW PORTAL

The user is able to step into any shadow and instantly exit from another within range. A shadow must be large enough for the user to climb through as if it was actually open space, as they must treat it as such to use the ability correctly. For example, the user could simply step into the large shadow of a nearby building and then step out of the shadow of one not far off, but if the user wanted to step into the shadow of a street sign, they would have to physically be able to fit through the shadow of the sign's surface in order for Shadow Portal to work. The same rule applies for the exit point, thus if the originally selected exit proves to be too small, the user must reemerge from their entry point instead.
Range: Touch
Duration: Instant
Type: Transformation
Base Success: Teleports the user from the entry shadow to an exit shadow within 10 meters.
(3c) Strength Adjustment: +1 Meter

WHISPERS

The user may open their senses and hear the voices of any spirits, ghosts, or malevolent creatures that may haunt an area.
Range: 10m Radius
Duration: 1 Minute
Type: Mind
Base Success: The user hears pained sounds of the past in an area, whether it be the echoes of a violent crime or the pleas of a restless ghost. Ghosts or spirits tied to an area will often beseech anyone who can hear to listen to the tale of their demise, with hopes of being able to finally rest. They will even whisper helpful secrets to the user to entice the user to listen to their tale, giving the user temporary knowledge that grants a +3 to their next AT.
(3c) Strength Effect: *Compel* The user may command any otherworldly presences to answer a simple question. The answer will be no more than a simple sentence, and will usually be the most literal answer possible.
(5c) Strength Effect: *Amplify* The user causes the whispers to become violently loud and audible by anyone within range for 5 phases. The sound is deafening, causing all who hear it to be unable to hear anything else and become distracted, losing 2 CAP that have been previously accrued towards any persistent

action they are currently partaking in. All the voices in an area immediately go silent after being Amplified.

RANK FOUR

ACCELERATION

Able to move at incredible speeds, the user can strike so quickly enemies are often unable to even respond to the attack.

Range: Self
Duration: 1 Phase
Type: Transformation
Base Success: Triples all movement distances and effectively grants the user a speed rating of 15. This rating works the same as it does for ranged weapons; any bodily attack the user makes will deny the target a defensive AT unless their reaction meets or exceeds the speed score.
(5c) Duration Adjustment: +1 Phase
(7c) Strength Adjustment: +1 Speed rating

DETENTION FIELD

Sets an energy field that dulls the reaction and movement speed of anyone who makes contact with it.

Range: 20m
Duration: Persistent
Type: Energy
Base Success: Creates an energy field with a 7m radius. Contact with the field causes a person to suffer -6 penalty to reaction and cut all of their movement distance for a phase in half.
(2c) Strength Adjustment: Additional -1 penalty to reaction
(2c) Strength Adjustment: Increase radius of effect by 1m
(2c) Range Adjustment: +1 meter

DISPLACEMENT

So keen is the connection between the user and an ally, that with an application of psionic power, the user is able to physically switch places with a target ally.

Range: 5m
Duration: Instant
Type: Psionic
Base Success: The user and the target instantly switch places, assuming one another's position as closely as possible. For example, if the user was standing and switched places with an ally who was sitting, the user would take his ally's place in a seated position.
(2c) Range Adjustment: +1 Meter

DIVINE PROTECTION

The user becomes protected by a higher power. There will be no visual indication of this until the user is struck, whereupon they will briefly shimmer with power, showing the nature of their resilience.

Range: Self
Duration: 10 phases
Type: Holy, Protection
Base Success: Increases the user's ARM and RES by 6
(4c) Strength Adjustment: +1 ARM
(4c) Strength Adjustment: +1 RES
(4c) Duration Adjustment: +1 Phase

EVOLVING DATABASE

By connecting to a relevant database or examining sufficiently advanced training material, the user may update their knowledge of a subject matter and grant them temporary proficiency with the subject at hand. Studying a large training program on self-defense can make the user an efficient combatant, while accessing a pilot simulation program may allow the user to take off and land a plane correctly.

Range: Self
Duration: 24 Hours
Base Success: Three phases of study are required before the change can take place. Once complete, the user is temporarily granted a base skill or advanced skill at a score of 10. This ability ignores the normal requirements of having base skills as high or higher than advanced skills, thus an advance skill can be acquired at 10 using Evolving Database, even if the user has less than 10 in the correlating base skill.
If the user already possesses a score in the chosen skill, the score is raised to ten if below, or granted +5 if already at ten or above. Skills cannot exceed the limit in this way.
(3c) Duration Adjustment: +1 Hour
(6c) Strength Adjustment: Attribute reduction and gain increased by 1

EXPLOSION

The user throws a small orb of fire that causes a loud explosion of flames upon impact.

Range: 20m
Duration: Instant
Type: Elemental, Fire
Base Success: Anyone within a 1m radius of the point of impact suffers 20 damage and is thrown 2m away.
(1c) Damage Adjustment: +1 magical damage
(2c) Range Adjustment: +1 meter

EYE BEAMS

Energy beams shoot from the user's eyes to cut down whoever they turn their gaze upon.

Range: 20m
Duration: Persistent
Type: Energy
Base Success: A target is struck by Eye Beams and suffers 15 damage. The Eye Beams may be maintained into subsequent phases as an untested persistent action that costs 5 stamina at the start of the phase. Each phase where the Eye Beam is maintained it deals the same damage as the first phase it was used in, +1 additional damage for each uninterrupted phase it has been maintained. So if a user strikes a target with Eye Beams for 15 damage and maintains it into a second phase, on their turn during the new phase, they will inflict 17 damage (15 for base success plus 2 because it is the second uninterrupted phase).

(2c) Strength Adjustment: +1 Damage
(5c) Range Adjustment: +1 Meter

FORCE SHIELD

Warping space and time with their mind, the user creates a protective field around them that causes any projectile that makes contact with it to abruptly stop moving and begin falling to the ground instead.

Range: 1m
Duration: Persistent
Type: Battle

Base Success: Creates a Force Shield with a 1 meter radius centered on the user. Any projectile will immediately stop and simply fall to the ground on contact. Functionally in most cases, this eliminates all damage, unless the fall causes its own threat (such as exploding). This also prevents projectiles from leaving the Force Shield as well, since contact from either side will produce the same effect. Maintaining the Force Shield is considered a free persistent action, but drains 5 Stamina at the start of each phase in which it is maintained.

(6c) Range Adjustment: +1 meter

HUSK

Any target who has been killed by having their health drained or otherwise stolen can be reanimated as an emaciated monster. The target corpse's skin will take on an ashen coloring and their eyes will glow brightly with a form of demon fire. A Husk will instinctively obey the will of its creator, needing no form of verbal command to know exactly what its creator wishes of it. The power animating these husks gives them supernatural strength, but once they have sustained significant bodily damage, the Husk will explode, releasing the fire within.

Range: Touch
Duration: 1 Hour
Type: Unholy

Base Success: The target corpse is reanimated, losing access to all skills and abilities it possessed in life. Its INT, PERC, and CHM are all reduced to 1, and its STR, AGI, and END are set to 10. The Husk possesses a Fighting skill of 5. If a Husk suffers a total of 50 Health damage, it immediately explodes causing 25 magical Damage to anyone within a 5m radius of it, and sets the area ablaze. The user of Husk may only have 1 husk animated per rank at any one time.

(10c) Strength Adjustment: Additional +1 bonus to the husk's STR, AGI, and END
(4c) Duration Adjustment: +1 Hour

LEAPING STRIKE

The user leaps up to 8 meters to engage a target with an attack, allowing them to enter and exit melee range without penalty.

Range: 8m
Duration: Instant
Type: Battle

Base Success: The user chooses a target and spends 30 Stamina to attempt a Leaping Strike. Leaping Strike allows the user to instantly disengage from any engagement they are involved in without penalty or allowing their opponent to make an extra Ability Test. After the user has leaped, they may make an instant surprise attack AT using the appropriate skill against their target. After this AT is resolved, the user and the target are engaged, and combat resumes as normal.

(5c) Range Adjustment: +1 meter
(5c) Cost Adjustment: -5 Stamina Cost

MEMORY WIPE

Touching a target allows the user to completely erase a chosen subject from the target's memory for the past year. The chosen subject can be anything from a person to a particular book or movie. Only very specific subjects or objects may chosen as more abstract concepts like love, or very wide spanning subjects like science or religion, are too broad to be erased in this fashion.

Range: Touch
Duration: Instant

Base Success: All memories of the chosen subject with the past year are completely and permanently erased from the target's mind. Any attempt to recall specific details pertaining to the erased subject will leave the target with unexplained blank spots. If they had a person deleted, any event that they would normally remember including that person would have them recount that they can't remember who it was.

(2c) Strength Adjustment: One additional year of memories erased

MENTAL OVERLOAD

The user floods the mind of their target with thoughts, sensations, and memories. This overload stuns the target and causes excruciating pain.

Range: 10m
Duration: Instant
Type: Mind

Base Success: Targets of Mental Overload suffer 12 magical damage. The overload also makes it impossible to concentrate, causing the target to lose 2 CAP they had previously accrued towards any and all persistent ATs they are currently involved in. They are also stunned for 1 phase. Stunned targets can only make defensive ATs which also suffer a -4 penalty.

(5c) Strength Adjustment: +1 Bonus magical damage
(9c) Strength Adjustment: +1 Phase to stun duration

NURTURE

Through the act of caretaking, the user is able to provide whatever a target physically needs to keep them healthy.

Range: Touch
Duration: Instant
Type: Healing

Base Success: The effect of Nurture depends on the needs of the target and the act performed by the user. Regardless of the act being performed or the need being addressed, Nurture requires only the bare minimum be performed for the act to be complete. For instance, a user who's feeding a hungry target need only put a small morsel of food in the target's mouth for Nurture to take effect. Or if they were bandaging a wounded target, simply wrapping cloth around a wound, no matter how severe, would be sufficient to cause it to stop bleeding.

Feeding/Hunger: Causes a target to be nourished as if they ate an entire meal
Pour/Thirst: Causes a target to be hydrated as if they drank plenty of fluids
Cover/Cold: Allows a target to feel no discomfort from cold
Fan/Heat: Allows a target to feel no discomfort from heat
Bandage/Wounded: Causes a target to stop bleeding, and to feel less pain, ignoring 5 WP's

(2c) Strength Adjustment: Bandage/Wounded: +1 WP ignored

PIERCE MIND

Using exceptional telepathic skill, the user is able to crack open the defenses of a target's mind and race through their thoughts, stealing information or memories in the process. During this process, the target is normally in a great deal of mental anguish, unless it is performed with great precision.
Range: 1 meter
Duration: Persistent
Type: Mind
Base Success: The user is able to pull one specific memory or piece of information from the target's mind. This information or memory will be received by the user "as is," meaning that no further understanding is acquired beyond what the user is normally capable of. For example, a stolen memory where someone told their friend "don't worry, my date went home late" accompanied by a sly wink, would only truly convey its meaning if the user of Pierce Mind understood what winking in such a manner referred to. While affected by Pierce Mind, the target suffers a -3 WP due to the mental suffering of such forceful extraction.
(3c) Range Adjustment: +1 meter
(3c) Strength Adjustment: +1 Memory or desired piece of information acquired
(8c) Strength Adjustment: The target suffers no WPs and is complete unaware of Pierce Mind

PLAGUE BREATH

The user releases a stream of caustic vapor from their mouth that rots and destroys any organic material it comes in contact with. This terrible ability is indiscriminate and will harm anything it touches other than the user.
Range: 1 Meter
Duration: Instant
Type: Unholy
Base Success: Target suffers 15 Magical Damage. Any damage suffered by Plague Breath may not be healed by natural means. This can mean without a magical method of repairing the damage, a target can be left horribly disfigured.
(1c) Range Adjustment: +1 Meter
(2c) Damage Adjustment: +1 Magical Damage

PRAYER

The user takes time to beseech a higher power for assistance with the task at hand.
Range: Self
Duration: 1 Hour
Type: Holy
Base Success: A brief period is spent in prayer asking for guidance or help for a specific task. A specific Skill or Advanced skill is chosen and once the time spent praying is successfully completed, the user receives a +15 bonus to the next AT made using the chosen Skill or Advanced Skill.
(2c) Strength Adjustment: +1 bonus to chosen AT
(3c) Duration Adjustment: +1 Hour

PREDATOR

Predator makes a user exceptionally capable of striking targets who are unaware or vulnerable. They become so acclimated to taking advantage of susceptible foes that their strikes become particularly lethal, inflicting grievous wounds. Whenever the user successfully strikes a target in either unarmed or melee combat who is suffering from a fear effect, is physically smaller than the user, or is surprised by the incoming attack, Predator automatically triggers.
Range: Self
Duration: Instant
Type: Battle
Base Success: Adds +3 bonus physical damage to the strikes base success and causes the user to take a CT (50%), which if successful, sends them into a frenzy, gaining 10 Stamina and reducing the cost of all unarmed or melee base successes by 1 for the next phase. The user may only gain the benefit of Predator once each phase.
(2c) Strength Adjustment: +5% to CT
(3c) Strength Adjustment: +1 Bonus to physical damage
(2c) Strength Adjustment: +1 Stamina restored by successful CT

PROTECTIVE WARDS

The user may magically protect an area, person, or item from being approached by anything that may wish to cause it harm.
Range: Varies
Duration: 12 Hours
Type: Magical, Protection
Base Effect: The user places a protective ward on a person, place, or item. This ward magically repels any force that intends to harm that which is warded, making them unable to come within 10 meters of the ward. The wards must be imbued with the user's Conviction in order to persist after they are created, costing 5 Conviction.
(2c) Range Adjustment: Protective Ward extends an

additional 1 meter.

(2c) Duration Adjustment: Protective Ward lasts 3 additional hours.

(5c) Strength Adjustment: *Burning Ward:* When the ward is created, a specific target is chosen. Every time this target attempts to approach the ward, it is not only repelled, but also suffers 5 damage.

SENSE WEAKNESS

The user gains the insight to determine and capitalize upon a target's weaknesses.

Range: 1m

Duration: Instant

Type: Battle

Base Success: The user ignores the cost of Attack Priority, which includes the AT penalty and any increased CAP costs, to work around the source of their target's Armor.

(4c) Strength Adjustment: The user is also granted a +3 damage bonus to any base success whose damage would be reduced by the target's Armor.

SADISTIC LAUGHTER

By mocking a target with laughter, the user causes the target's wounds to worsen considerably.

Range: Self

Duration: Instant

Type: Battle

Base Success: Causes a target who is currently missing Health from their total due to injury to suffer an additional 10 magical damage. After the damage of *Sadistic Laughter* is applied, all Wound Penalties suffered by the target are doubled for 3 phases.

(3c) Strength Adjustment: +1 Magical damage

(6c) Strength Adjustment: +1 Phase of doubled Wound Penalties

SHAPESHIFT

Shapeshift allows the user to transform their physical body into a specific form. This specific form can be largely different from their normal body in appearance or size, but the Shapeshift form is always the same—every time the user activates Shapeshift they assume the exact same form.

Range: Self

Duration: 1 Hour

Base Success: The user rapidly changes shape and appearance, completely becoming their Shapeshift form. A character may only have one Shapeshift form—a character who uses Shapeshift to transform into a grizzly bear, may only ever use Shapeshift to assume the form of a grizzly bear. They couldn't decide they need wings and use Shapeshift to transform into a bird. The Shapeshift form must be organic and living, though not necessarily natural. Thus a user could not take the form of a chair, but they could take the form of a hydra. Regardless of the form the user's Shapeshift takes, the changes are almost entirely cosmetic. For almost all purposes there is no statistical effect from changing forms, and no additional abilities are granted. Bodily weapons, for example, created by Shapeshift will simply not work in combat. Instead they are handled as if the user was attacking unarmed with their natural body. Physical contact with the Shapeshift form is possible and will be perceived as would be appropriate, though no harm or damage can be inflicted in such a way.

(2c) Duration Adjustment: +1 Hour

TECHNO-VIRUS

Using a weaponized combination of biology and programming, the user is capable of infecting a organic target with a Techno-Virus that will not only do the target harm, but also leap to any capable hardware they come in contact with.

Range: Touch

Duration: 1 hour

Type: Technology

Base Success: Allows an edged weapon to inflict a special virus. The user of Techno-Virus must decide what the objective of the technology part of the virus is. Basically, the user can decide what the virus is intended to do once passed on to a piece of electronic hardware. Base success from a weapon that has Techno-Virus active will inflict +3 magical damage. At the start of each phase thereafter, the recipient of the Techno-Virus will lose 3 health. This damage will continue until the target makes skin contact with a computing device capable of executing software. Once contact is made, the Techno-Virus attacks the device making a Computer Hacking AT with an ability score of 30. Base success will cause the users desired outcome, with its implications and possible CAP adjustments at the discretion of the Dreamweaver.

(3c) Strength Adjustment: +1 Health lost at the start of each phase

(4c) Strength Adjustment: +1 Magical damage on weapon's base success

RANK FIVE

BARGAIN

By striking a magical compact, the user of Bargain accepts a payment from a target that once accepted, prevents the user from doing any harm to this target. This accord must be reached openly and fairly, and by attempting to use Bargain, the target immediately becomes aware of the truly binding nature of the agreement. Anything can be accepted by the user as payment, but Bargain allows them to accept a few very specific things that grant substantial power to the user.

Range: Touch

Duration: 72 Hours

Base Success: Once payment is accepted, Bargain makes the user unable to take any action that would cause harm in any way to the target. They cannot physically or magically attack them, and they can do nothing that would as a direct result cause the target any form of bodily or emotional harm. These same restrictions apply to the target as well. They can do no harm towards the user while Bargain is active. Should either party violate this stipulation intentionally, the offender immediately receives 50 health damage. If this violation causes the death of either party, the offender will die a moment later. Payment given to the user of either blood or spirit grant the user special benefits listed below. The user may have only one Bargain active at any given time.

Blood: The target must willingly spill blood either their own, or someone else's. The target must open a wound and cause at least 50 damage via blood loss to their self, or kill a chosen person. Once complete, the user receives any one of the following bonuses; +8 ARM, +5 any attribute, or instantly heal 50 health damage.

Spirit: If the target chooses and is able, they must willingly give up 20 Conviction or if they are an Anima, accept a Doubt point. This allows the user to gain one of the following bonuses; +8 RES, +6 Shaping or gain 50 Conviction.

(3c) Duration Adjustment: +24 Hours

BLADE DANCE

The user whirls with unnatural grace, allowing them to attack and defend against multiple targets with little to no effort.

Range: Self

Duration: 3 Phases

Type: Battle

Base Success: The user suffers no Multiple Action Penalties for making Weaponry-based ATs against multiple targets in a phase. They also suffer no penalty to Defensive ATs made after their first in a phase. Blade Dance costs 5 Stamina per phase.

(5c)Cost Adjustment: -1 Stamina cost per phase.

(6c) Duration Adjustment: +1 Phase

BLOOD TOXIN

The user's blood becomes an acidic poison that is painful to touch and deadly to consume.

Range: Self

Duration: 5 Phases

Type: Battle, Poison

Base Success: The user's blood becomes toxic and viscous, allowing the blood to be used as a makeshift poison that can be applied to weapons or projectiles. The user suffers 5 Health damage and is able to coat one melee weapon or 5 projectiles. Coating a weapon or projectile in this manner causes it to inflict a poison effect on the next successful strike, after which the poison is exhausted. The poison deals 5 Health damage and causes the victim to suffer -3 WP for 10 minutes. This effect will stack with repeat applications. In addition, the blood becomes extremely poisonous when ingested, causing 10 damage per phase for 5 phases.

(3c) Strength Adjustment: Blood Toxin causes an additional -1 WP

(5c)Strength Adjustment: +5 Damage per Phase when Toxic Blood is ingested

BODY OF FIRE

The entire body of the user becomes engulfed in flames, transforming their physical form into an entity made completely of fire with only a vague resemblance to the body's original form.

Range: Self

Duration: 3 Phases

Type: Transformation, Fire

Base Success: Being made up of fire grants +10 Armor, causes all Animus abilities that deal magical damage because of fire to gain +2 on their Shaping ATs, and inflicts 5 magical damage to anyone who makes physical contact with the user. While using Body of Fire, the user will suffer an additional 10 damage from all base effects created that deal magical damage with ice or water.

(3c) Strength Adjustment: Reduce additional water or ice magical damage by 1 (may not be reduced below zero).

(4c) Duration Adjustment: +1 Phase

(6c) Strength Adjustment: +1 Bonus to Shaping ATs

(8c) Strength Adjustment: +1 Armor

BONE ARMOR

By taking pieces of skeletal remains, the user is able to fuse bones to their body, creating a powerful form of armor. This process is time consuming, painful, and exhausting, but once completed, the user's body becomes a hideous melding of flesh and bone that is highly resistant to physical harm.

Range: Self

Duration: One Hour

Type: Unholy, Protection

Base Success: The user spends 1 hour fusing the skeletal remains of one adult human to their own body, granting +15 ARM. This process cost 50 Stamina to complete, and once finished, the user's body will slowly absorb the new grafted bone.

(2c) Strength Adjustment: +1 ARM bonus

CHARM

Speaking in close proximity with a target cause the user to bewitch them with a powerful effect. With no regard to logic or reason, the target becomes smitten with the user, seeing them as a wonderful individual that they would do anything for. Victims of Charm are not slaves, and cannot be forced to do anything, but the user is perceived as the most wonderful being the victim has ever met. This effect can be perceived as love, but is more akin to a powerful awe bordering on obsession. Targets of Charm will do anything to help or please the user as if they were best of friends, casually ignoring any evidence to the contrary.

Range: 1 Meter

Duration: 1 Hour

Type: Mind

Base Success: The target will act as if the user is their closest, most trusted friend in the world. Just what the target is willing to do because of this will be determined mainly by their person, as a devoted loyal character may be willing to go anywhere or do anything, while a more self-centered or apathetic character might do very little if it inconveniences them. Charm may be active simultaneously on a number of targets equal to the users Rank.

(5c) Range Adjustment: +1 Meter
(2c) Strength Adjustment: +1 Hour

CONCUSSIVE BLAST

Firing a projectile, the user causes a massive explosion designed to render anyone in range unconscious.

Range: 50m
Duration: Instant
Type: Energy
Base Success: Causes anyone within range to be stunned for 1 phase. Stunned targets can only make defensive ATs which also suffer a -4 penalty. Additionally, anyone struck by Concussive Blast must make a CT (25%) which if successful, causes them to fall unconscious.
(3c) Range Adjustment: +1 meter
(3c) Strength Adjustment: +5% to CT for unconsciousness
(5c) Strength Adjustment: Additional -1 penalty to defensive ATs
(9c) Strength Adjustment: +1 Phase to stun duration

DEFENSE ANALYTICS

Sophisticated software studies an enemy to best learn how to bypass their defenses.

Range: 5m
Duration: 10 Phases
Type: Technology, Battle
Base Success: Each time the user deals damage to the target they ignore more and more of the targets ARM. The first strike on the target ignores 0 ARM and the amount of ARM ignored increases by 2 with each subsequent strike. The amount of ARM ignored can raise to a maximum of 30.
(3c) Range Adjustment: +1 meter
(4c) Strength Adjustment: +2 Maximum ARM ignored
(2c) Duration Adjustment: +1 Phase

EXORCISM

The user can cleanse an area of malevolent spirits or Corruption, and also force a possessing entity to leave its victim. Exorcism can also be targeted directly at any unnatural being to cause damage.

Range: 5m
Duration: Varies
Type: Holy
Base Success: When being used to directly harm an unnatural being, Exorcism causes 40 damage to a single chosen target. In order to banish an unnatural entity, the user must spend time to exert their will over that of their target. For every uninterrupted phase that Exorcism is used, the target entity's Endurance is reduced by 2. It costs 5 Stamina per phase to continue the Exorcism. If the target's Endurance is reduced to zero in this manner, they are displaced and are unable to manifest until their Endurance has returned to full. Endurance lost in this manner is regained at a rate of 1 every 24 hours.
(3c) Strength Adjustment: Reduces target's endurance by an additional -1 every phase.
(6c) Damage Adjustment: Exorcism's direct attack causes an additional +5 damage.

HEROIC RESOLVE

Able to rise to a fight even from the brink of death, the user of Heroic Resolve carries on until the long drawn out, bitter end.

Range: Self
Duration: Instant
Type: Healing
Base Success: When the user's Stamina or Health reach zero, Heroic Resolve immediately kicks in as an instant free action, restoring either 20 Health or Stamina. In the case of Health reaching zero, Heroic resolve will essentially save the users life by restoring Health. This effect takes place at the start of the following phase. If Stamina is reduced to zero, the character will return to consciousness at the start of the following phase. Regardless of the use, once activated, Heroic Resolve may not be triggered for at least 24 hours.
(1c) Strength Adjustment: +1 Stamina restored
(2c) Strength Adjustment: +1 Health restored

HIVEMIND

The user unites the minds of all allies, creating a superior network of battle information. This also allows the user to powerfully enhance their allies' efforts when they are utilizing a skill chosen by the user.

Range: Line of Sight
Duration: Persistent
Type: Mind
Base Success: All allies within line of sight of the user can now communicate telepathically with both the user and each other. Additionally they receive +3 bonus to any AT using a single skill chosen by the user at the time of Hivemind's activation. While an ally must be in line of sight at Hivemind's activation to gain its benefits, they do not need to remain in the user's line of sight to retain these benefits. The user may maintain Hivemind in subsequent phases as an instant untested action for a cost of 8 Stamina.
(5c) Strength Adjustment: Additional +1 bonus to chosen skill

HOLY GROUND

The user sanctifies a large area, causing enemy targets within to receive additional damage from all sources. This additional damage is increased against minions of the Doubt.

Range: 3m radius
Duration: 10 Phases
Type: Holy
Base Success: Anyone standing within Holy Ground's area of effect who is an enemy of the user takes an additional 3 damage from all sources. This additional damage will be applied once to each and every base success created by any weapon or ability. Holy Ground's additional damage is increased to 5 for Reavers and

Voids.
(3c) Strength Adjustment: +1 damage from all sources
(2c) Range Adjustment: +1 meter

LINGERING MADNESS

Conflict or prolonged exposure with the user causes the target to be afflicted with temporary madness. This madness will take the form of a severe phobia, causing the afflicted individual to become petrified with fear at the sight of anything that vividly reminds them of the user.
Range: 1 meter
Duration: 1 hour
Type: Fear
Base Success: To afflict a target with Lingering Madness, the user must spend at least 3 Phases either engaged in combat with the target, or in close proximity to them. Once afflicted, the target erupts in hysterics, screaming irrationally until the user is out of their sight. During this time, the target may only make Defensive ATs, taking no actions other than screaming. Once the user leaves the target's line of sight, any time the target sees something that directly reminds them of the user (including the actual user), they will suffer from severe hysteria causing them once again be able to take no actions other than Defensive ATs until the source of the fear is removed from their line of sight.
(3c) Duration Adjustment: +1 Hour

LUST

A target who engages in any form of sexual conduct with the user becomes hopelessly enslaved by their need for more of the same. The power of Lust is so complete that the victim of its effect will do anything, no matter the risk or cost, so long as they believe it will give them a chance to be in the embrace of the user once more.
Range: Touch
Duration: 24 Hours
Type: Mind
Base Success: The target is effectively addicted to the user. They will place the user's happiness and well being above anything, including their own safety or that of their loved ones. While this compulsive need is overpowering, it is not a literal form of mind control. The user could tell a target they want something, but the target is under no form of control necessitating that they do exactly what was asked of them. This can cause a target to do things in their own way if they believe it will still please the user of Lust and somehow be more palatable than the original request. In addition to this overpowering need, the target of Lust suffers 5 magical Damage every 24 hours they remain under Lust's effect without engaging in some form of sexual conduct with the user.
(2c) Strength Adjustment: +1 magical Damage
(4c) Duration Adjustment: +24 Hours

MIND FOG

By exerting great telepathic force, the user may cause all minds in an area to simultaneously become susceptible to one of the user's telepathic abilities. The next Mind ability to affect a target of Mind Fog will immediately be applied to all other targets also affected by Mind Fog.
Range: Line of Sight
Duration: 2 Phases
Type: Mind
Base Success: Up to 3 targets in line of sight of the user become afflicted with Mind Fog. If any one of them are affected by a Mind ability of the user while Mind Fog is in effect, that ability also instantly affects all other targets of Mind Fog. The amount of distance between Mind Fog's targets is irrelevant, and they need not remain in the user's line of sight for Mind Fog to still affect them.
(3c) Strength Adjustment: Increase maximum number of targets by 1

MOON TOUCHED

As an agent of the moon, the user bathes in the moonlight and receives a different blessing depending on the phase the moon is currently in.
Range: Self
Duration: Indefinite
Type: Transformation
Base Success: Having let the moon's light shine upon them, the user receives the following blessing according to the moon's phase. This blessing will remain until either the sun comes up, the user sleeps, or the Animus is no longer being channeled.

New Moon: Grants +8 ARM
Crescent: Grants +6 bonus to Shaping
Gibbous: Increases user's maximum Stamina by 40
Full Moon: Grants +4 ARM, +3 Shaping, and +20 maximum Stamina

(3c) Strength Adjustment (New Moon): +1 ARM
(3c) Strength Adjustment (Crescent Moon): +1 Bonus to Shaping
(2c) Strength Adjustment (Gibbous Moon): +1 Bonus to maximum Stamina
(10c) Strength Adjustment (Full Moon): +1 ARM, +1 Shaping, and +5 maximum Stamina

OATHSWORN

A mystic power is beseeched to bind the user and the declared target for either mutual benefit or the target's destruction.
Range: Line of Sight
Duration: 1 hour
Type: Battle
Base Success: The effects of Oathsworn depend on whether the target was selected as an ally or an enemy. If ally is chosen, whenever both the user and the Oathsworn ally are attacking the same target the following effects apply:

If they are both engaged with the same target, that target suffers an additional -4 to any Defensive AT made against either the user or the Oathsworn ally.

Any wound penalties the Oathsworn ally suffers become a bonus to all Defensive ATs made by the user.

If the Oathsworn ally dies, the user immediately regenerates any lost Stamina, ignores all wound penalties, and gains +2 STR, +2 AGI, and +2 END for 5 phases.

If an Oathsworn enemy is chosen, whenever the Oathsworn enemy is in the user's natural line of sight the following effects apply:

The user ignores up to 5 ARM and 5 RES of the Oathsworn enemy.

User suffers a - 4 penalty to all ATs that do not target the Oathsworn enemy, and receives a +4 bonus to all ATs that do target the Oathsworn enemy.

(3c) Strength Adjustment: Oathsworn Ally cause additional -1 penalty to target's defensive ATs
(4c) Strength Adjustment: Oathsworn Enemy bypasses an additional 1 ARM
(4c) Strength Adjustment: Oathsworn Enemy bypasses an additional 1 RES
(3c) Strength Adjustment: +1 ARM

PSIONIC STORM

Unleashing the raw fury of their mind, the user causes wild explosions of psionic power to rapidly burst throughout an area, causing chaos and destruction.
Range: 10m
Duration: Presistent
Type: Psionic
Base Success: Everything and everyone in a 3m radius of the chosen point suffers 25 magical damage. Anyone caught in the area also suffers from severe disorientation as their senses are overwhelmed with a bombarding of psionic explosions. This causes them to suffer a -3 to PER, and a -8 to any reaction AT taken while the Psionic Storm is active, and for the entire following phase after it has ended. Activating Psionic storm costs 10 Stamina and maintaining it requires spending 10 Stamina at the start of a subsequent phase.
(2c) Strength Adjustment: +1 Bonus magical damage
(5c) Range Adjustment: +1 Meter
(6c) Strength Adjustment: +1 Meter radius to area of effect
(9c) Strength Adjustment: Additional -1 penalty to PER

SINGLE FOCUS

Merging the mind and body into a perfect machine for battle, the user becomes completely focused on conflict, unable to be distracted or even focus on anything else.
Range: Self
Duration: 3 Phases
Type: Battle
Base Success: The user is locked in a combat oriented fugue state, completely unable to think or focus on anything beyond their fighting. They are no longer able to make any ATs other than for use of Fighting or Weaponry (and their related advanced skills) in battle. The user can not be communicated with by any means, and must make at least one relevant AT each phase or suffer 10 Health damage as the Single Focus overloads their body. Any relevant AT taken receives a +5 bonus, and the CAP costs of all subsequently purchased adjustments are reduced by 1. An adjustment's cost may not be reduced below 1 in this manner. In addition, the user of Single Focus may either make a second AT each phase without incurring the normal multiple action penalty, or ignore the first additional target penalty for their first AT taken.
(4c) Strength Adjustment: +1 to Fighting or Weaponry ATs
(10c) Strength Adjustment: Ignore the additional target penalty on a single AT for one additional target

UNHOLY TRANSFORMATION

The user's body undergoes a frightening change into a monstrous creature. This form is roughly three times the mass of the user's normal form and grants them powerful tools for violence.
Range: Self
Duration: 3 phases
Type: Transformation
Base Success: Grants the user 50 temporary Health and Stamina, +4 STR and END, and a bodily weapon appropriate to their chosen form. If a maw or claw is not used, the body weapon chosen will have equivalent statistics to the one most appropriate.
(5c) Duration Adjustment: +5 temporary Health and Stamina
(10c) Strength Adjustment: +1 STR and END

Natural Weapon: Claws
Threat: 6
Damage: 18
(1c) Damage Adjustment: +2
Natural Weapons: Maw
Threat: 4
Damage: 23
(1c) Damage Adjustment: +2

WRATH FROM ABOVE

Calling down the wrath of a higher power, the user watches as the deity smites their chosen target.
Range: 20m
Duration: Instant
Type: Battle
Base Success: Target is struck by an appropriate mythological assault, be it a lightning bolt, pillar of fire or something similar. This powerful strike deals 30 magical damage, and may not be used on the same target for at least 24 hours.
(2c) Damage Adjustment: +1 magical damage
(3c) Range Adjustment: +1 meter

SAMPLE ANIMUS

Listed below are some sample Animus that can immediately be used by a player as listed, or to serve as an inspiration when creating a unique Animus.

Each Animus also lists a Dreamscape identity that could serve as a backstory for their creation.

BANSHEE

The hearts of men, the spirits of the dead, and the passion of the mad—nothing escapes the influence of your voice. Whether it is through screaming, singing, or a soft whisper, when you speak, others listen.

Passive Aspect: Siren
Animus Abilities:
Rank One: Frightening Roar
Rank Two: Pain Recollection
Rank Three: Whispers
Rank Four: Mental Overload
Rank Five: Lingering Madness

DREAMSCAPE (GENERATION HERO): SCREAM QUEEN

When Scream Queen's wish finally came true and she came in contact with Ultimas, she had no idea what to expect. The last thing she expected was for her voice to become her greatest weapon. At first mocked by the media and villains alike, Scream Queen now wears the name with pride after proving her heroic mettle by defeating a horde of mind-bending aliens.

CHANGELING

Individuality. Uniqueness. Self. You have abandoned these concepts for yourself, and instead only study them in others. Through magical manipulation of your abilities and other's minds, you are simultaneously no one and everyone.

Passive Aspect: Mimic
Animus Abilities:
Rank One: Lingering Passage
Rank Two: Illusion
Rank Three: Implant Thought
Rank Four: Displacement
Rank Five: Oathsworn

DREAMSCAPE (GUARDIAN ACADEMY): WHICHYWON

Deep within the forest, a playful race of shape-changing gnomes serve as valuable allies to the Guardian Academy. Named for the training exercise they usually partake in (a potential hero's mental prowess is tested by having to determine "which one is real" while a mimic copies one of their allies,) Whichywons can always be relied upon to help young heroes grow stronger, all the while causing good-hearted mischief and mayhem.

CYBERNETIC HACKER

No longer limited to just computer terminals, the wireless technology that binds society around you lets you take control of other people's cybernetics. You combine cybernetic implants and hacking ability to open the last door left closed—the human mind.

Passive Aspect: Infester
Animus Abilities:
Rank One: Ensorcel
Rank Two: Intuition
Rank Three: Implant Thought
Rank Four: Techno-Virus
Rank Five: Mind Fog

DREAMSCAPE (THE GRID): FREE RANGER

Of all the different jobs The Free take on, the job of Ranger is widely considered the most dangerous. Free Rangers venture out into cities still under Grid control to carry out various missions. Free Rangers are equipped with the ability to disrupt and manipulate the cybernetics of the Grid's Agents, allowing them to non-violently pass through the streets without being caught.

DARK CRUSADER

While outsiders may look upon you with disgust or even fear, you know what you have to do. An adherent to a dark mission understood by few, your methods may be unconventional, but you know one day the fear will turn to gratitude.

Passive Aspect: Unholy Knight
Animus Abilities:
Rank One: Animate
Rank Two: Extinguish
Rank Three: Monstrosity
Rank Four: Prayer
Rank Five: Bone Armor

DREAMSCAPE (FORBIDDEN FLAME): ORDER OF SCORCHED FLESH

Finding wisdom amongst the ruins, the Order of Scorched Flesh believe that the Forbidden Flame is not the only way to restore the land to its previous glory. Adherents of the writings of a long-dead god, the Order of Scorched Flesh have found magic where only dead men lie, and have decided to focus this new-found power on destroying Xog.

EXTRACTION EXPERT

You are a specialist in the extraction (willing or otherwise) of a target from hostile environments. You have undergone extensive field training, and you use your knowledge of tech and drones to give the highest possible chance of success in any engagement.

Passive Aspect: Drone Operator
Animus Abilities:
Rank One: Reprogram
Rank Two: Hot Pursuit

Rank Three: Discharge
Rank Four: Detention Field
Rank Five: Hivemind

DREAMSCAPE (THE GRID): CORPORATE EXTRACTOR

When everything and everyone is bought and sold by corporations, job security is a tricky thing. HR departments rely on large security teams to keep their "human resources" employed without a hitch. Corporate Extractors have the unique job of "helping" high level executives jump to new companies—if he can get out of his office building.

EXPEDITION LEADER

You have seen countless battles across various planets, each time managing to lead your unit through unexpected encounters and hostile terrains. Well equipped and well trained, you excel at exploration, reconnaissance, and survival.

Passive Aspect: Future Soldier
Animus Abilities:
Rank One: Unlocked Awareness
Rank Two: Intuition
Rank Three: Empowered Asset
Rank Four: Force Shield
Rank Five: Defense Analytics

DREAMSCAPE (PLANET V): COLONIST

The Colonist is widely considered the front line of defense for Planet V in its intergalactic struggles. The Colonist and his team travel to the wilds of space to help clear the way for the building of new bases on the frontiers of space. Although it causes some controversy on Planet V, the Colonist's job usually involves dispatching alien resistance in whatever form it may take.

HUMANITY'S LAST HOPE

When things are at their worst, you're there to turn things around. No matter how hard the world around you gets hit, you're the first to get up and try again. With divine gifts and a knack for survival, you're just what the people around you need to survive.

Passive Aspect: Apocalypse Survivor
Animus Abilities:
Rank One: Ward
Rank Two: Lay on Hands
Rank Three: Bountiful
Rank Four: Nurture
Rank Five: Heroic Resolve

DREAMSCAPE (ABOVE & BELOW): HUMANIST

While the world around the Humanist has been exposed to both angels and demons, humans still hold the majority. Amazing and terrible things happen every day, leading many to take a side in the war between Above and Below. The Humanist recognizes that humanity needs of a champion of their own, and decides to use their gifts (wherever they came from) for the express purpose of helping humanity, Above and Below be damned.

HUNTER

You are the lone wolf, a guardian of the wilds. Owing allegiance to no one, you travel from place to place, dispensing your own brand of justice, accountable only to your trusty animal companion. Preferring nature over civilization, home is wherever you lay your head for the night.

Passive Aspect: Beast Master
Animus Abilities:
Rank One: Frightening Roar
Rank Two: Earthbound Weapon
Rank Three: Flame Dance
Rank Four: Sense Weakness
Rank Five: Moon Touched

DREAMSCAPE (LARUNA): NOMAIN RANGER

Serving the nature Goddess Nomai, Rangers of Laruna have a sacred mission to keep the forests safe. Working alongside faithful animal companions, Rangers attempt to live a sustainable lifestyle while keeping the forests free of trespassers who may wish to do them harm.

NINJA

Always just out of sight, you are the silent killer that strikes fear into the wicked. Whether contracted or of your own volition, you stalk the night, moving unseen from shadow to shadow. Leaving no trace of your steps, you are gone before your targets know what hit them.

Passive: Shadow Dancer
Animus Abilities:
Rank One: Sonic Manipulation
Rank Two: Concealed Weapon
Rank Three: Evasion
Rank Four: Leaping Strike
Rank Five: Blade Dance

DREAMSCAPE (SHADOW CHRONICLES):SHADOW NINJA

It is said that in some wars, you must fight fire with fire. The servants of the Shadow are many, but not all who accept the Shadow's powers are evil. A clan of ninja have managed to harness the power of the Shadow through an ancient ritual, and now use that power to beat back the darkness that is covering the world.

PARASITIC HOST

There's something… foreign inside you. It grants you powers and abilities beyond your imagination, but you always have the sneaking suspicion that one day it'll start asking for favors rather than granting them.

Passive Aspect: Demonic Possession
Animus Abilities:
Rank One: Bloodlust
Rank Two: Attack Coordination
Rank Three: Life Drain
Rank Four: Husk
Rank Five: Blood Toxin

DREAMSCAPE (EARTH 7): ALIEN PARASITE

The parasite is not just a creature. The host is not just a host. There is no "I," there is only "we." They are a disconcerting mixture of human and alien with unknown motivations and capabilities beyond host or parasite alone. They are the only examples of their kind, making them truly alone, outside of each other.

INTERSTELLAR TRAVELER

Hailing from a planet of unknown origin, you are a mysterious figure. An outsider in a realm saturated with advanced technology, you rely only on your ancient weapon and magical ability to get by. The modern citizen doesn't quite grasp your strange code of honor, but that doesn't stop you from seeking adventure and excitement amongst the stars.

Passive Aspect: Star Sage
Animus Abilities:
Rank One: Telekinesis
Rank Two: Lay on Hands
Rank Three: Evasion
Rank Four: Eye Beams
Rank Five: Single Focus

DREAMSCAPE (PLANET V): MIRAZ STARGAZER

While he was the first, Iclosis was not the only messenger who carried a warning of the Atrocity. A world-weary, battle-scarred warrior, Miraz Stargazer carried with him an ancient amulet that held many of the secrets that allowed for the establishment of Planet V.

SENTINEL

You are incredibly resilient and sworn to uphold justice, calling upon a wide array of divine tools for aid. Once you choose a target of your protection, you are both the irresistible force and the unmovable object when you raise your shield to their defense.

Passive Aspect: Defender
Animus Abilities:
Rank One: Ward
Rank Two: Intuition
Rank Three: Heal
Rank Four: Divine Protection
Rank Five: Oathsworn

DREAMSCAPE (LARUNA): SENTINELS OF HIGHLAND

In the kingdom of Highland, Sentinels are an order of eldritch knights tasked with protecting royalty from all threats. Only the finest of Sentinels are tasked with protecting the direct family of the knig.

SKIN JUMPER

While some may hide in the shadows, you do your sneaking in broad daylight. You wear faces and identities like others wear dresses, and you are always ready to be whoever your target wants you to be, or your mission needs you to be.

Passive Aspect: Shapeshifter
Animus Abilities:
Rank One: Ensorcel
Rank Two: Rage
Rank Three: Scent of the Hunt
Rank Four: Pierce Mind
Rank Five: Lust

DREAMSCAPE(LARUNA): CARALAS

Rumor has it that the Spymaster of the King employs a magical shapeshifter named Caralas. Caralas is said to have no identity of their own, but instead takes on the shape and personality of those around them in order to learn the secrets of the Kingdom. More than one opposing army has fallen apart amongst rumors of Caralas being in their midst, causing soldier and general alike to mistrust even their closest comrades.

SPEEDSTER

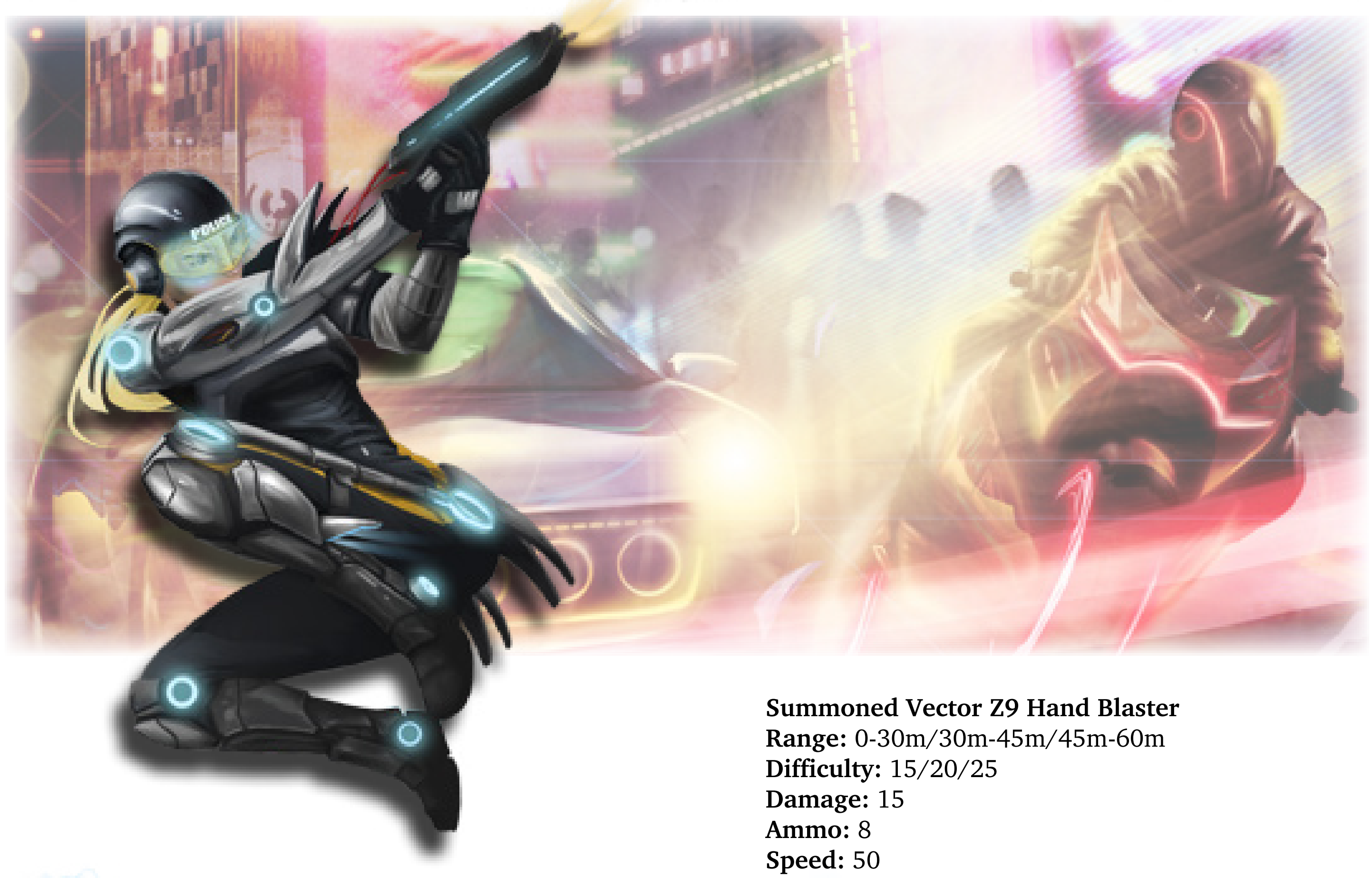
Some heroes think it's all about being strong, but you know that speed is where true power lies. In the time it takes your teammates to lift a car, you've rescued the hostages, disarmed the villains, and are ready for the next fight.

Passive Aspect: Speed Freak
Animus Abilities:
Rank One: Advanced Reflexes
Rank Two: Hot Pursuit
Rank Three: Dive Bomb
Rank Four: Acceleration
Rank Five: Heroic Resolve

DREAMSCAPE (GENERATION HERO): SUPERSONICA

While not quite a member of SERA yet, Supersonica knows that one day she will be. While her speed is undeniable, Supersonica's mindset is just as quick and fleeting, making her a poor choice for a super hero team.

Knowing that she has the ability to make it big, Supersonica alternates between following her elder's advice and slowing down, and casting off their doubts and going all out.



CYBERCOP

ARCHETYPE: VELLORA

Peace-keeper of the future, you have undergone high tech augmentation to help you fight crime. You are equipped with all the hardware needed to chase down criminals and place them under arrest, such as speed boosters in the plating of your legs and a built in power source for a government issued firearm.

PASSIVE ASPECT

Cybernetic Enhancement: Cybernetic implants and highly sophisticated machinery give physical enhancements. Meanwhile, implanted software grants greater expertise in combat and any necessary field of study.

Rank One:	+2 PER, +2 END, *Summon Vector Z9*
Rank Two:	+6 Firearms, +2 AGI
Rank Three:	Triple movement distances in a phase
Rank Four:	+8 ARM
Rank Five:	+4 Firearms, +4 Academics, +2 Fighting

Summoned Vector Z9 Hand Blaster
Range: 0-30m/30m-45m/45m-60m
Difficulty: 15/20/25
Damage: 15
Ammo: 8
Speed: 50
Rate of Fire: Single
Ammo: 25
(1c) Damage Adjustment: +2

ANIMUS ABILITIES

Rank One:	Control Pain
Rank Two:	Hot Pursuit
Rank Three:	Regenerate
Rank Four:	Detention Field
Rank Five:	Concussive Blast

DREAMSCAPE (EARTH 7): CLEO

In a dangerous future where organized crime has remained on the cutting edge of technology, Earth 7's police force depends on a special unit equipped with the power to stop even the most ruthless crime lords.

The Cybernetic Law Enforcement Officer (C.L.E.O) is the best the department has to offer, equipped with superior strength, advanced firearm systems, riot control mechanisms and a software package to ensure they are well versed in the most modern laws and regulations.

These men and women offer their own bodies in service as they become permanently fixed with easily recognizable cybernetic alterations, ensuring that only the best and most devoted officers undertake this lifetime of war on crime.

Their high media profile and storied success has made the C.L.E.O.'s of Earth 7 heroes to its citizens, and nightmares to its criminals.

PSI-BLADE

ARCHETYPE: VELLORA

Your evolved mental power makes a great compliment to your combat skills. More than a martial artist, you reign supreme on the battlefield of the future by sensing the thoughts of your opponents and delivering unified strikes of physical and mental destruction.

With armor designed to both contain and enhance your power, you defeat foes with an unmatched elegance and grace.

PASSIVE ASPECT

Psionic Warrior: Quickness in mind and body builds the cornerstone of your martial prowess. Through psionic power, you have melded your mind and body to create a lethal weapon.

Rank One:	+2 AGI, +5 Fighting
Rank Two:	+2 END, +6 RES
Rank Three:	*Psionic Enhancement*
Rank Four:	+10 Fighting, +3 ARM
Rank Five:	+2 AGI, *Divided Mind*

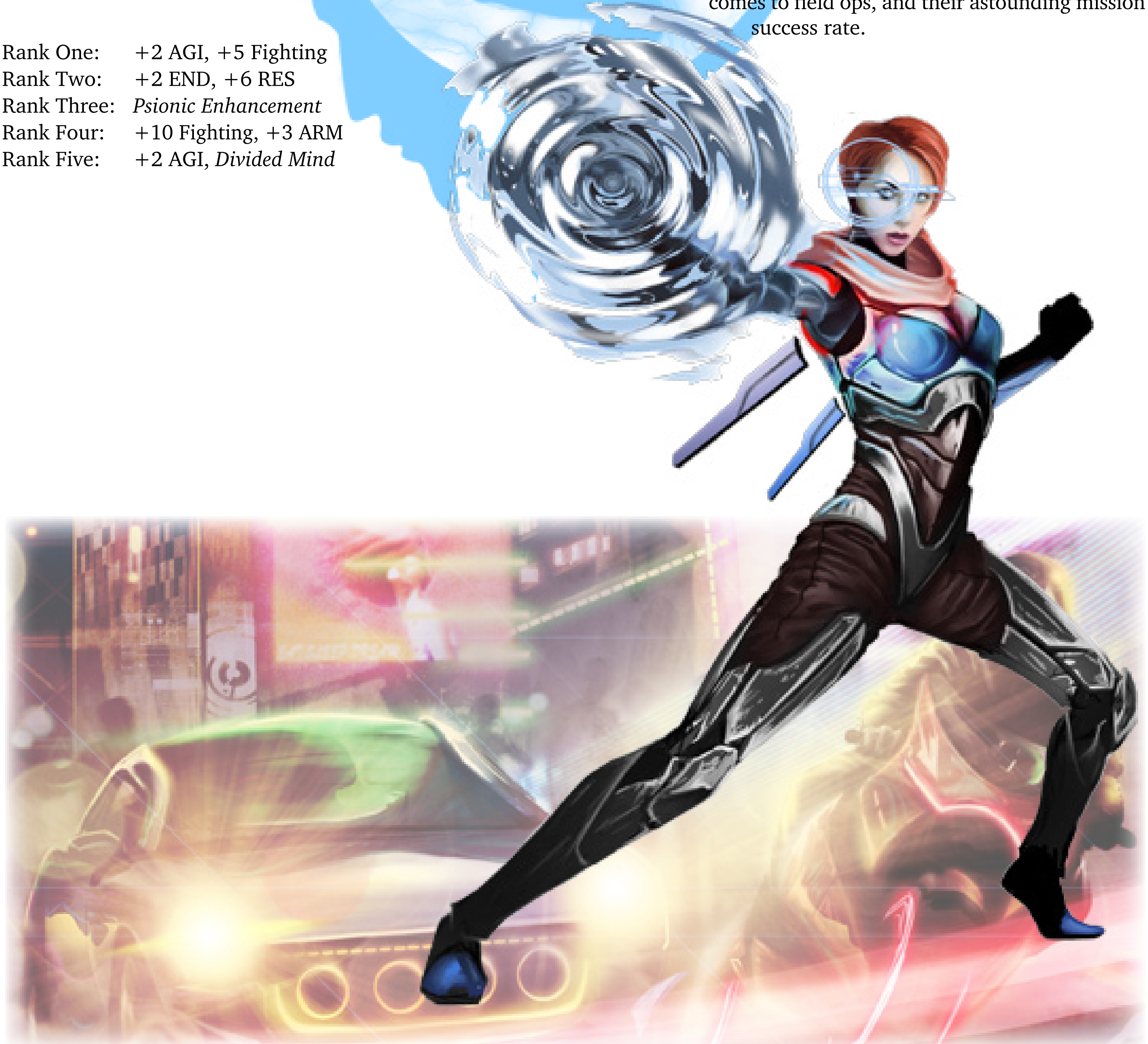
ANIMUS ABILITIES

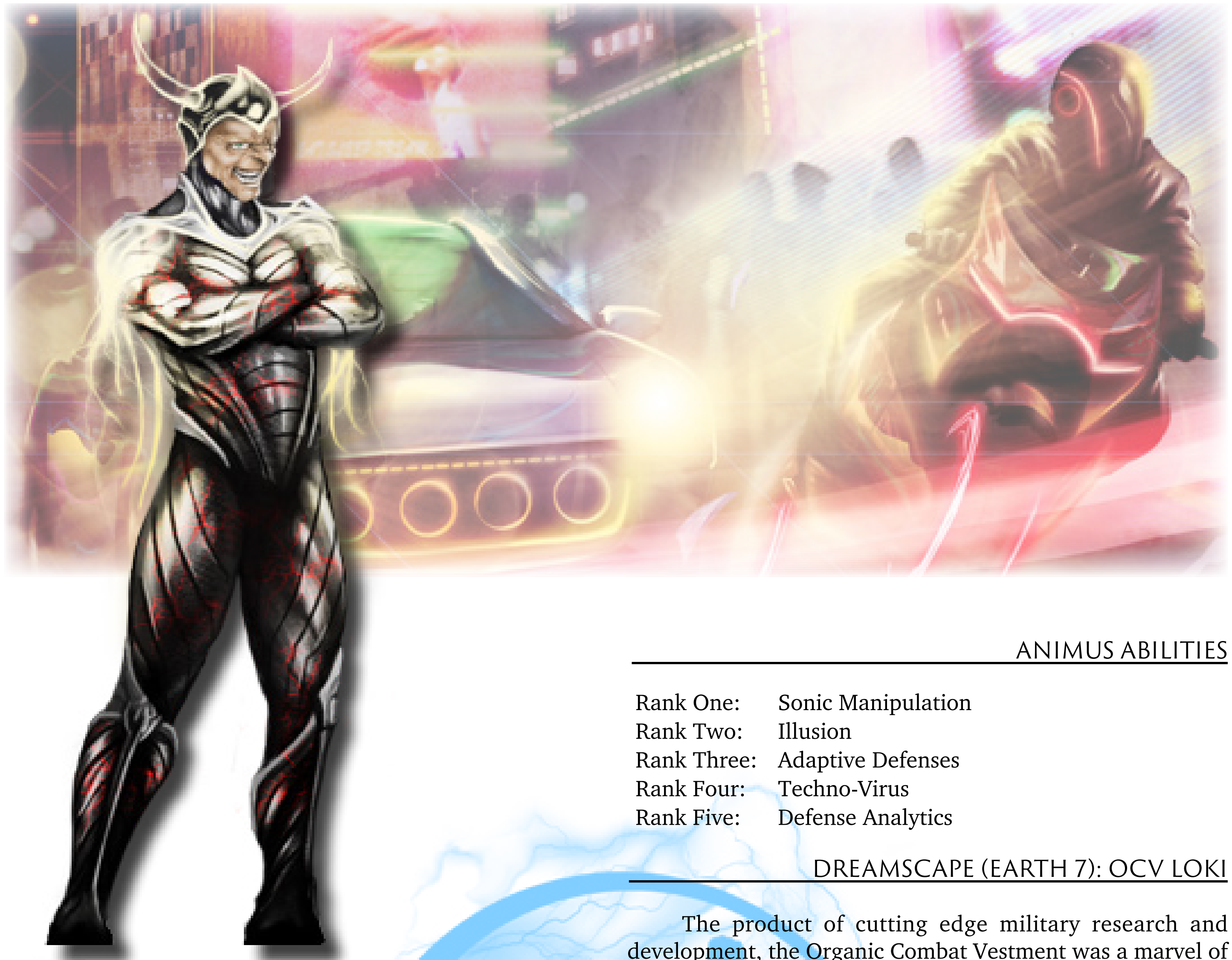
Rank One:	Psychic Strikes
Rank Two:	Intuition
Rank Three:	Discharge
Rank Four:	Force Shield
Rank Five:	Single Focus

DREAMSCAPE (EARTH 7) : PHANTOM

The Off Surface Forces utilize select humans from Earth 7 who demonstrate an aptitude for psionic ability. At an early age they are enlisted to an elite training program that is devoted to special operations.

These operatives known as Phantoms undertake special tasks for the OS forces including recon, assassinations, and infiltration. The Phantoms are respected and feared throughout the galaxy for their unmatched versatility when it comes to field ops, and their astounding mission success rate.





INFILTRATOR

ARCHETYPE: VELLORA

Wearing an extremely sophisticated armor set, you use your suit's awe-inspiring capabilities to assume any role needed for the task at hand.

Equally capable of assuming an entirely new identity or moving around undetected, you excel at sabotage, theft and assassination.

PASSIVE ASPECT

Exo-Suit: You wear a sophisticated armor suit that improves your performance in both combat and stealth. This advanced suit increases not only your physical attributes but also enhances your skills as well.

Rank One:	+3 AGI, +3 Any Base Skill
Rank Two:	+3 STR, +5 ARM, *Silent Steps*
Rank Three:	+6 Manual, +6 Weaponry Advanced Skill
Rank Four:	+3 END, +5 ARM
Rank Five:	+6 Manual, +6 Weaponry Advanced Skill

ANIMUS ABILITIES

Rank One:	Sonic Manipulation
Rank Two:	Illusion
Rank Three:	Adaptive Defenses
Rank Four:	Techno-Virus
Rank Five:	Defense Analytics

DREAMSCAPE (EARTH 7): OCV LOKI

The product of cutting edge military research and development, the Organic Combat Vestment was a marvel of both bio-engineering and technology.

Using secret methods, the suits were given an organic component capable of limited sentience. This allowed the suits to learn and adapt as their wearer used them.

Each O.C.V. was given a name to denote its unique programming and capability. Most of the publically known O.C.V.s were give the names of Gods from a long lost religion of Earth.

Now on Earth 7, a single O.C.V. wearer has risen to infamy as he has taken it upon himself to put an end to the project and the people who support it.

O.C.V. Loki has earned his reputation on Earth 7 by accomplishing the impossible. He has sabotaged the lab that created the program, as well as killing and assimilating the programing of other notorious O.C.V.s like Fenrir and Balder.

TELEPATH

ARCHETYPE: VELLORA

Whether through manipulating the world around you with a thought or influencing the thoughts of those around you, your mind is your greatest weapon. Whether in the boardroom or the battlefield, you get the job done without ever getting your hands dirty.

PASSIVE ASPECT

Psionicist: Others would do well to fear what you are thinking! Your psionic power has been honed and tested time and again. You have transcended the limits of the physical world and are able to generate a myriad of effects with nothing more than your thoughts.

Rank One:	+2 END, *Telepathy*
Rank Two:	+2 INT, *Divided Mind 1*
Rank Three:	*Psionic Enhancement*
Rank Four:	+6 to reaction tests if unsurprised
Rank Five:	*Divided Mind 2*

ANIMUS ABILITIES

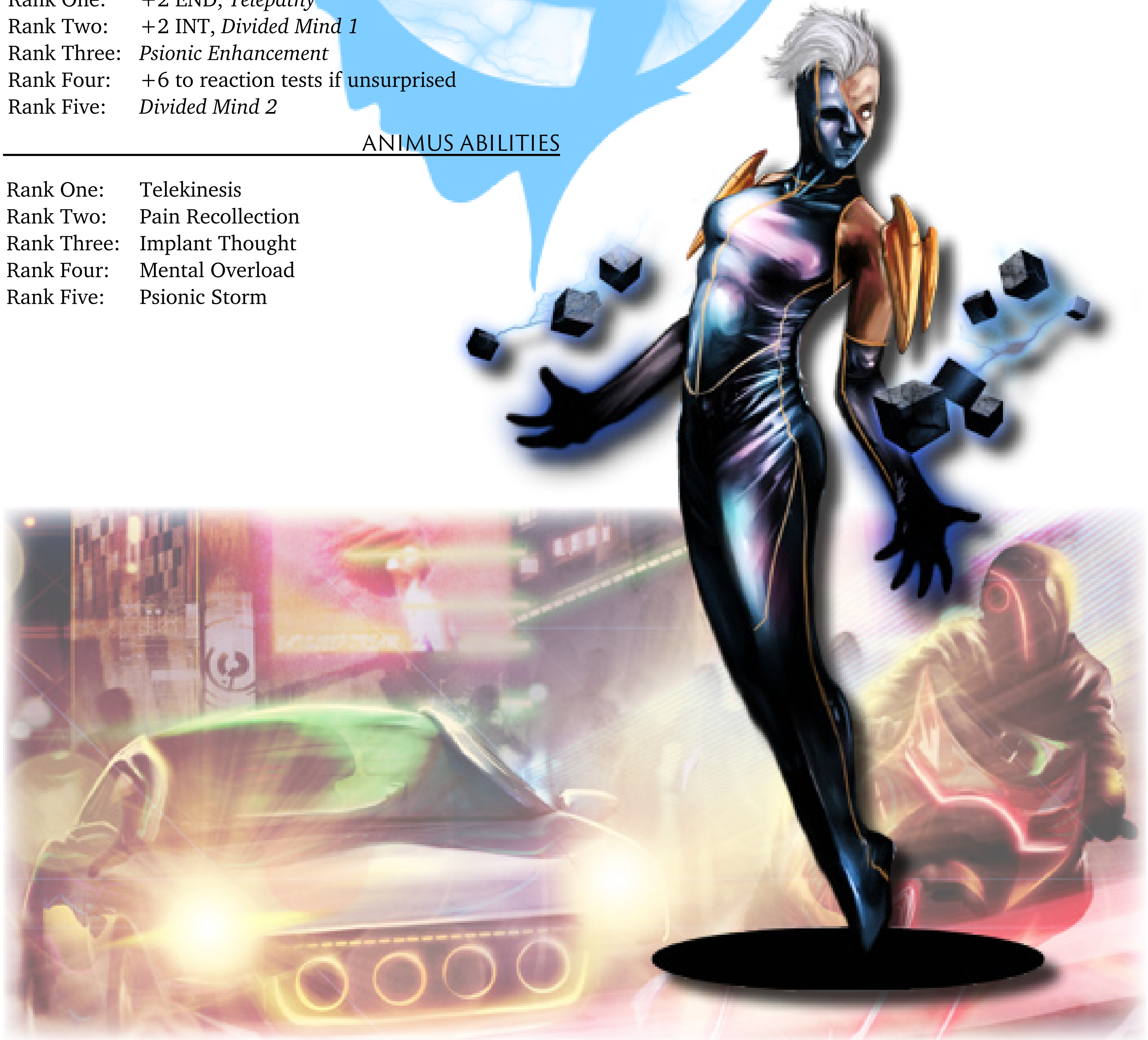
Rank One:	Telekinesis
Rank Two:	Pain Recollection
Rank Three:	Implant Thought
Rank Four:	Mental Overload
Rank Five:	Psionic Storm

DREAMSCAPE (EARTH 7) : THE FIRST

A few short years after the establishment of the colony on Earth 7, contact was made with a strange alien race who called Earth 7 their home.

Referred to as The First, these aliens were a hive-mind collective intent on pushing the intruding Earthlings out. Conflict arose, but before full-scale war could break out, The First and the Earthlings were able to negotiate peaceful terms.

(Popular Earth 7 legend has it that a First and an Earthling fell in love and their mental connection bridged the gap of understanding between the two species. An equally popular theory states that The First manipulated the colonist's leadership into accepting a deal, with an unknown cost that has yet to truly be paid.) Some members of The First have even integrated into Earth 7's human culture, bringing their own strange idea of "individuality" with them.



PYROMANCER

ARCHETYPE: ASTEA

To some, fire is seen as a mystical force of nature. You seek to use magic as a means to master flames in every way imaginable. You have learned multiple ways to burn away your enemies as well as finding enlightenment in the flicker of the flames.

PASSIVE ASPECT

Dragon Blood: Your lineage is marked by the blood of dragons. Everyone knows to fear dragon fire, and your heritage helps them fear yours. Magic that affects or creates any form of fire comes naturally to you, and much like your draconic ancestors, you feel comfortable with the touch of flames.

Rank One:	*Fire Enhancement*, +2 Shaping
Rank Two:	*Fire Enhancement 2*, +2 Shaping
Rank Three:	+5 RES, *Fire Immunity*
Rank Four:	+5 RES, *Magical Fire Immunity*
Rank Five:	*Fire Enhancement 3*

ANIMUS ABILITIES

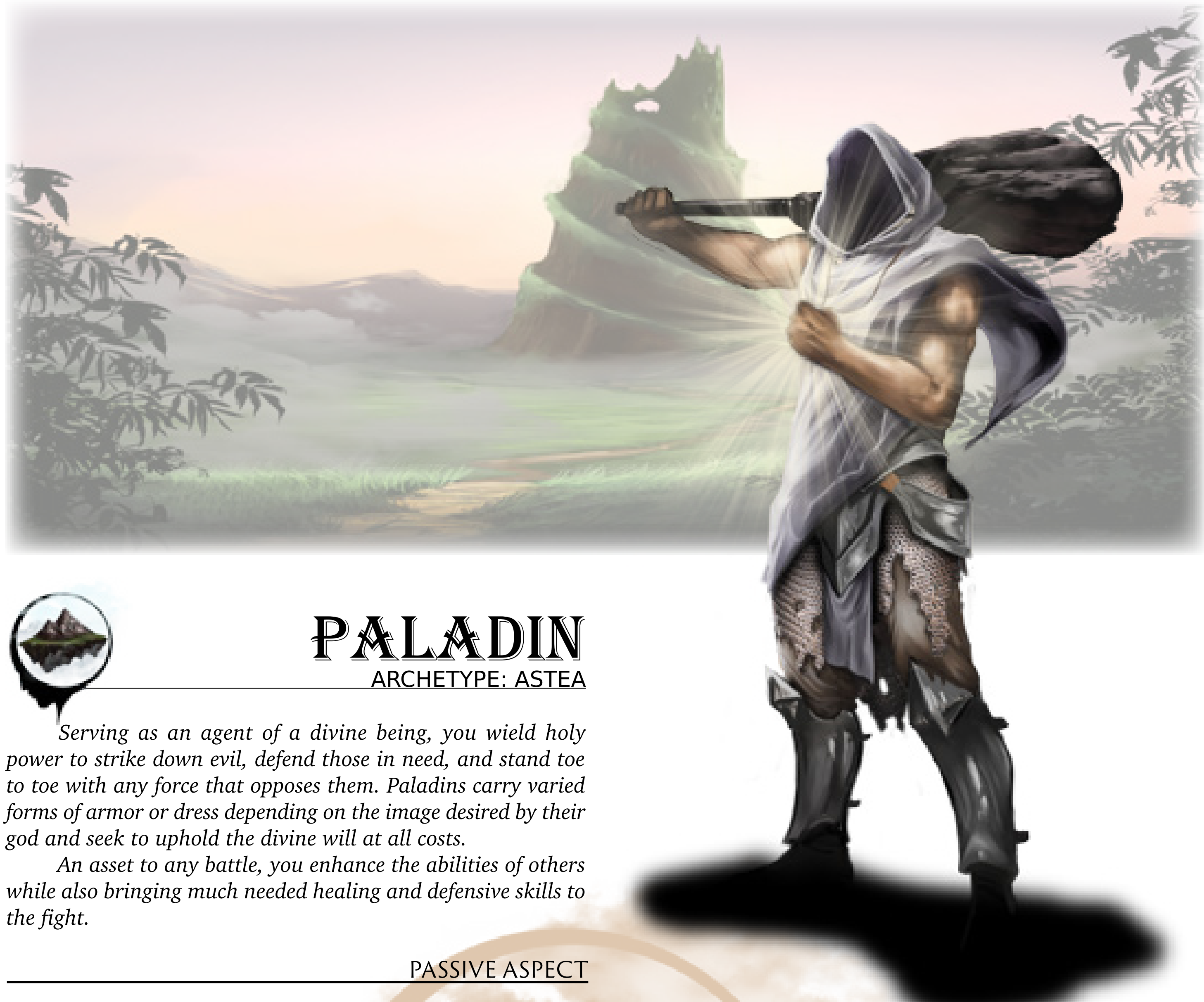
Rank One:	Burn
Rank Two:	Extinguish
Rank Three:	Flame Dance
Rank Four:	Explosion
Rank Five:	Body of Fire

DREAMSCAPE (LARUNA): ADEPT OF MADRUK

Madruk, the dark god of destruction, once ravaged the lands of Laruna in the form of an enormous dragon. He scorched the world with fire and the destruction he left has been feared throughout the ages.

Students of magic will sometimes seek out the Order of Madruk to learn mastery over fire. It is said they can use fire for all manners of tasks beyond harm, such as commanding elementals, divining secrets, or burning away illness.

Despite what good they may accomplish, the people of Laruna have not forgotten from whom they learned these secrets, and thus treat the Adepts of Madruk with disdain and fear.



PALADIN

ARCHETYPE: ASTEA

Serving as an agent of a divine being, you wield holy power to strike down evil, defend those in need, and stand toe to toe with any force that opposes them. Paladins carry varied forms of armor or dress depending on the image desired by their god and seek to uphold the divine will at all costs.

An asset to any battle, you enhance the abilities of others while also bringing much needed healing and defensive skills to the fight.

PASSIVE ASPECT

Divine Knight: Devoted to facing evil wherever it lurks, a capable knight becomes a brilliant force of good as they are empowered with the blessings of a god.

Rank One:	+7 ARM, +5 RES
Rank Two:	+3 END, +25 Health
Rank Three:	*Empowered Healing*
Rank Four:	+3 END, *Fear Immunity*
Rank Five:	*Magical Enhancement*

ANIMUS ABILITIES

Rank One:	Inspiring Aura
Rank Two:	Burst of Light
Rank Three:	Heal
Rank Four:	Divine Protection
Rank Five:	Holy Ground

DREAMSCAPE (LARUNA): LIGHTBRINGER

All across the land of Laruna, the goddess Sabrina is worshiped, for she is the sun. Those who enter Sabrina's service and earn her blessing are known as Lightbringers.

Working tirelessly across the land to keep the people safe from countless threats, Lightbringers pledge allegiance to no army or kingdom. They serve only their sun goddess' will.

Lightbringers are often petitioned to serve by citizens of many different lands. These petitions are received by the church and should the clergy find the request suitable, assigned to a Lightbringer to handle. These petitions can be a simple commoner begging to have their loved one healed, or a King asking for assistance defending their land.

Regardless of the purpose, those in need tend to rejoice at the arrival of a Lightbringer.

WARRIOR FAE

ARCHETYPE: ASTEA

Committing your formidable magics to the task of hunting, you fuse your magical prowess with physical discipline to keep the forests safe and track down those who commit crimes against the fae folk.

PASSIVE ASPECT

Fae-born: The winged fae folk have magic in their blood. They are alluring to a near dangerous degree and use their natural aptitude for magic to enhance all their deeds.

Rank One:	+4 CHM, +6 RES
Rank Two:	+3 Shaping
Rank Three:	*Mental Immunity*
Rank Four:	+3 Shaping
Rank Five:	*Flight*

ANIMUS ABILITIES

Rank One:	Lingering Passage
Rank Two:	Earthbound Weapon
Rank Three:	Camouflage
Rank Four:	Nurture
Rank Five:	Oathsworn

DREAMSCAPE (LARUNA): STALKER

Myths tell that the fae are magical beings capable of a wide variety of illusions and spells. At times they are portrayed as malevolent tricksters, and at others nurturing healers and benefactors.

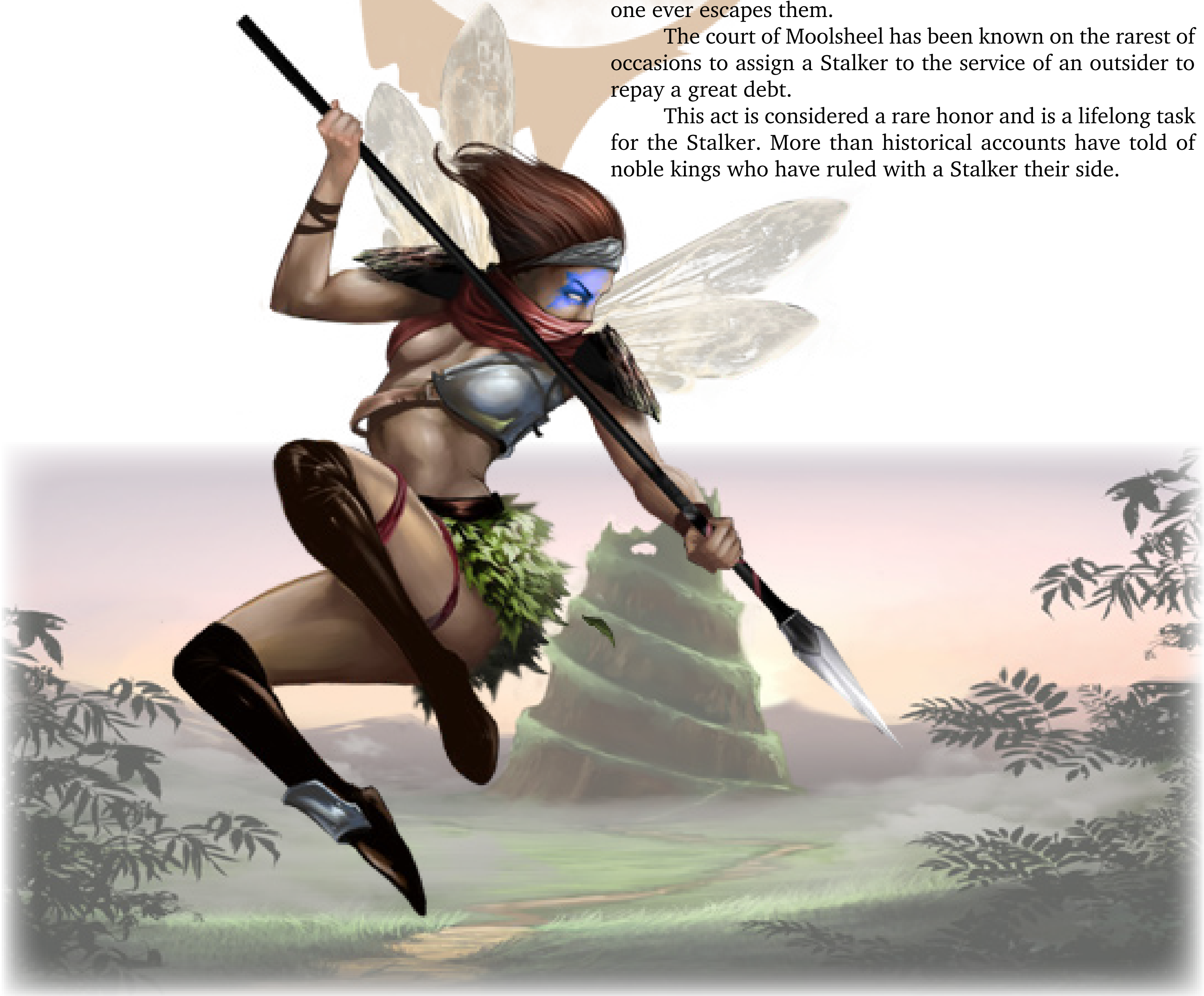
Regardless of how they are perceived, frequently the fae of Moolsheel find themselves at odds with outsiders.

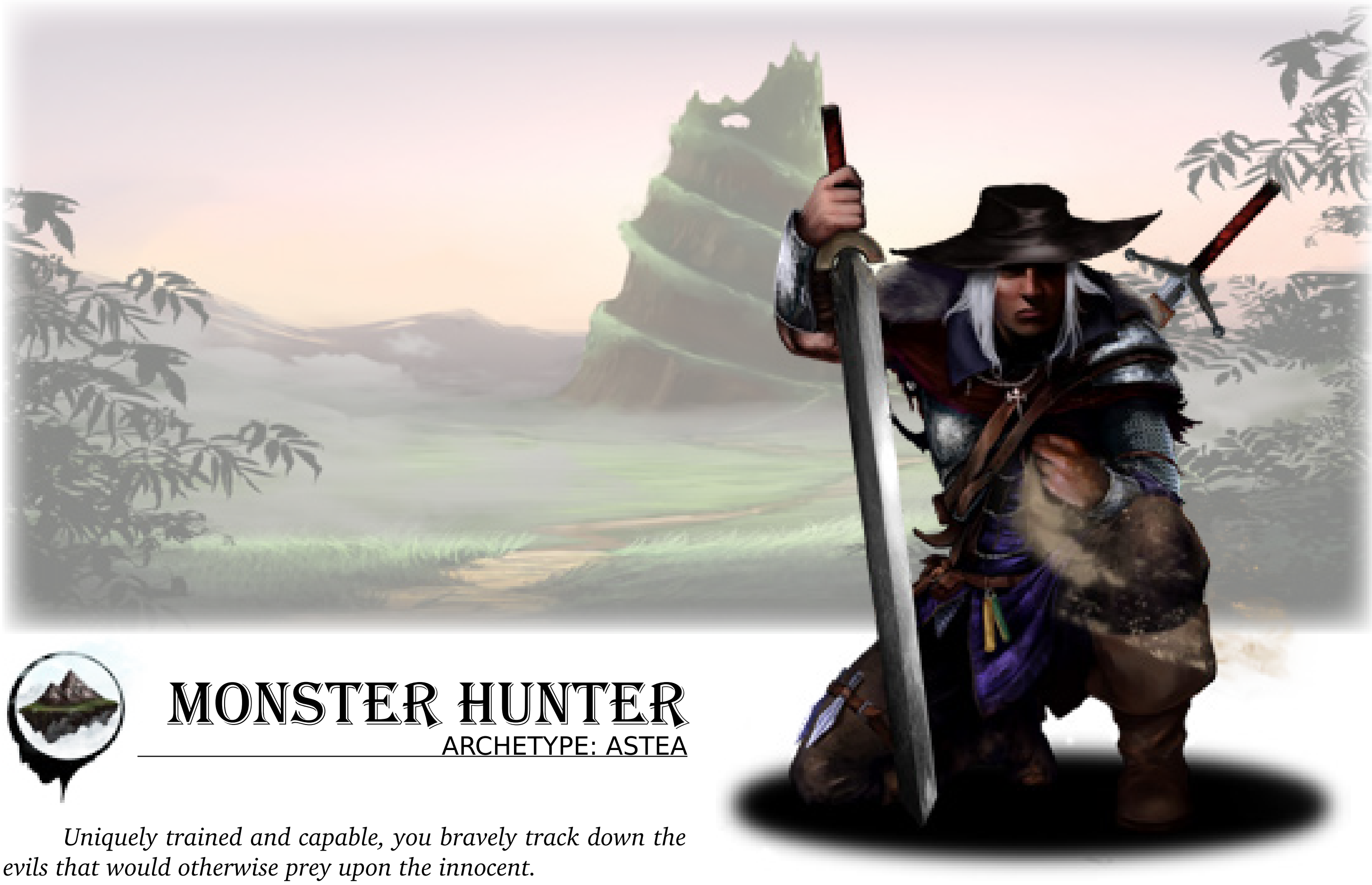
Whether a mage is in need of their wings, or a farmer lays blame for his daughter’s lost virtue, the fae find they have plenty of enemies.

The Stalker is a special fae, trained to use their magical gifts for the art of the hunt. They excel at tracking down their targets and using a variety of magical tricks to ensure that no one ever escapes them.

The court of Moolsheel has been known on the rarest of occasions to assign a Stalker to the service of an outsider to repay a great debt.

This act is considered a rare honor and is a lifelong task for the Stalker. More than historical accounts have told of noble kings who have ruled with a Stalker their side.





MONSTER HUNTER

ARCHETYPE: ASTEA

Uniquely trained and capable, you bravely track down the evils that would otherwise prey upon the innocent.

You use your enhanced physical abilities, vast knowledge, and relentless dedication to put an end to any creature with malevolent intentions.

PASSIVE ASPECT

Unnatural Augmentation: You have undergone a process that has altered your body in unnatural ways. Be it by alchemy or sorcery, your body is now capable of inhuman feats of strength and speed.

Rank One:	+2 STR, +2 Reaction, *Summon Shortsword*
Rank Two:	+2 AGI, +3 Reaction, Can see in total darkness
Rank Three:	+6 RES, +3 ARM
Rank Four:	+2 END, Immune to poison
Rank Five:	+4 PER, +4 Fighting/Weaponry Defensive ATs

Summoned Shortsword
Threat: 5
Damage: Strength +10
(1c) Damage Adjustment: +2
(3c) Weapon Adjustment: Bleed (3)
(15c) Weapon Adjustment: Amputate
(BS + 10c) Alternate Strike: Hamstring
(BS + 25c) Alternate Strike: Decapitate

ANIMUS ABILITIES

Rank One:	Advanced Reflexes
Rank Two:	Slayer
Rank Three:	Evasion
Rank Four:	Sense Weakness
Rank Five:	Blood Toxin

DREAMSCAPE (LARUNA): SWORD OF THERIS

Theris, goddess of the moon, keeps a watchful eye over Laruna during the night. She helps ensure that travelers don't fall victim to the dangers lurking in the shadows.

The Sword of Theris is an order made up of her followers who are devoted to enacting the goddess' will.

They perform a magical rite where they drink the tears of the moon, forever transforming them into a creature of the night. This change gives them the strength to hunt even the greatest evils that may be preying upon the good people of Laruna.

SUPER HERO

ARCHETYPE: EXULMUS

Be it under the cover of darkness or out in broad daylight, you fight crime and protect the innocent whenever possible.

You have fantastic powers and have used them time and again to stop evil threats that only you and your kind have the strength to defeat.

PASSIVE ASPECT

Mighty Hero: You have developed super-human abilities by way of a strange occurrence. Having experience a life altering event, you can now do things other mortals only dream of.

Rank One:	+3 STR, +50 Health
Rank Two:	+3 END, +5 ARM, +5 RES
Rank Three:	+3 STR, +50 Health
Rank Four:	+3 CHA, +5 ARM, +5 Leadership
Rank Five:	*Passive Regeneration*

ANIMUS ABILITIES

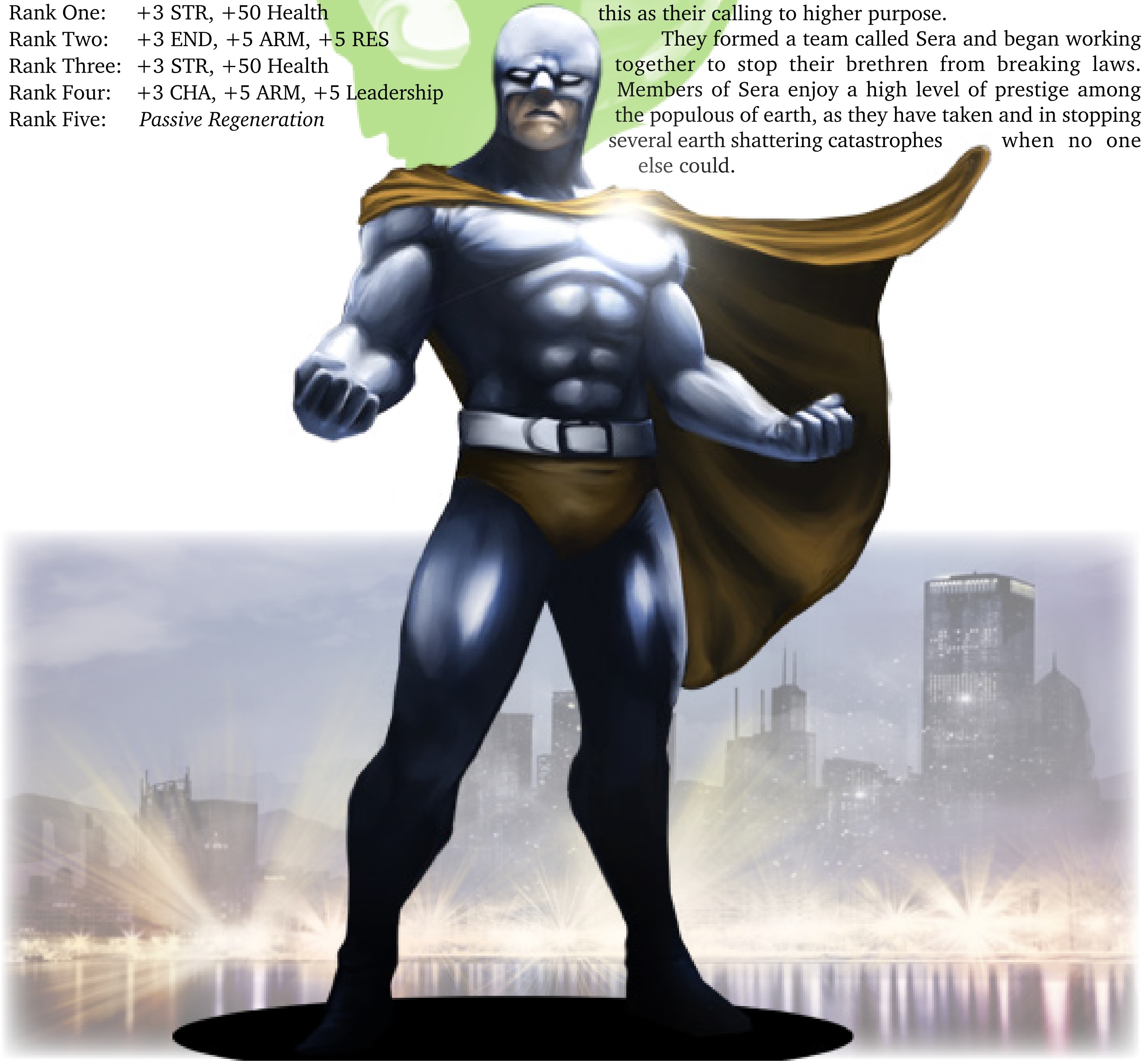
Rank One:	Invincibility
Rank Two:	Mighty Throw
Rank Three:	Dive Bomb
Rank Four:	Eye Beams
Rank Five:	Heroic Resolve

DREAMSCAPE (GENERATION HERO): SERA

The world's first superhero group took shape after several people who had made contact with Ultimas realized how dangerous they could be.

Some of the unscrupulous among them immediately started applying their new found powers to nefarious deeds. Fortunately, a small group of Ultimas-touched individuals saw this as their calling to higher purpose.

They formed a team called Sera and began working together to stop their brethren from breaking laws. Members of Sera enjoy a high level of prestige among the populous of earth, as they have taken and in stopping several earth shattering catastrophes when no one else could.



MIRACLE WORKER

ARCHETYPE: EXULMUS

Healing the wounded, bestowing good fortune on the those who need it, and performing feats that are unexplainable, you are a force to be reckoned with.

Your true strength comes not only from doing the impossible, but also the effect it can have on those you make contact with.

PASSIVE ASPECT

Blessed: You have been marked by a higher power which has filled you with divine purpose. Others are drawn to your brilliance, even if they are unaware of why, and the light within you keeps your body safe from harm, illness and any attempts to sway your mind.

Rank One:	+2 CHM, *Illness Immunity*
Rank Two:	+2 CHM, *Empowered Healing*
Rank Three:	+3 ARM, +3 RES, *Empowered Healing 2*
Rank Four:	+2 CHM, *Mental Immunity*
Rank Five:	*Blessed Enhancement*

ANIMUS ABILITIES

Rank One:	Ward
Rank Two:	Heal
Rank Three:	Bountiful
Rank Four:	Prayer
Rank Five:	Wrath From Above

DREAMSCAPE (ABOVE & BELOW): SCION

The war for mankind's soul can not only be fought by demons and angels. Mortals are often charged with vital roles in the apocalyptic battle being waged on earth.

Scions are special mortals chosen by the Archangels and Demonic Lords to bear their mark. This powerful marking bestows tremendous power upon the mortal bearing it, as well as letting all those who can see it know exactly what great power has elected to watch over them.

Scions play many different roles from healers to warriors, all depending on what mighty entity has bestowed their mark upon them.

PARANORMAL DETECTIVE

ARCHETYPE: EXULMUS

Looking into what goes bump in the night is not for the squeamish, or faint of heart. Sometimes crimes or events are not a simple matter of "whodunnit," and require a person with knowledge and expertise in the supernatural.

Whether tracking down a practitioner of dark magics or hunting a serial killer who's a literal monster, you use unusual awareness of ghosts and the occult to uncover the truth, and face whatever strange danger lies within.

PASSIVE ASPECT

Haunted: The ghost of a once living person is now bound to you indefinitely, serving as a companion. You are capable of seeing the Ghost and communicating with it freely. As your relationship grows, the Ghost's powers will grow as well.

Rank One: *Ghost Companion*
Rank Two: +3 END, +25 Health
Rank Three: *Empowered Healing*
Rank Four: +2 END, *Fear Immunity, Mental Immunity*
Rank Five: *Magical Enhancement*

Ghost Companion
Attribute Points—37
Skill Points—60
Traits 1, Techniques 1
Abilities
Rank Two: Haunt
Rank Three: Shriek
Rank Four: Gravetouch
Rank Five: Corporeal

ANIMUS ABILITIES

Rank One: Flashback
Rank Two: Spirit Weapon
Rank Three: Whispers
Rank Four: Protective Wards
Rank Five: Exorcism

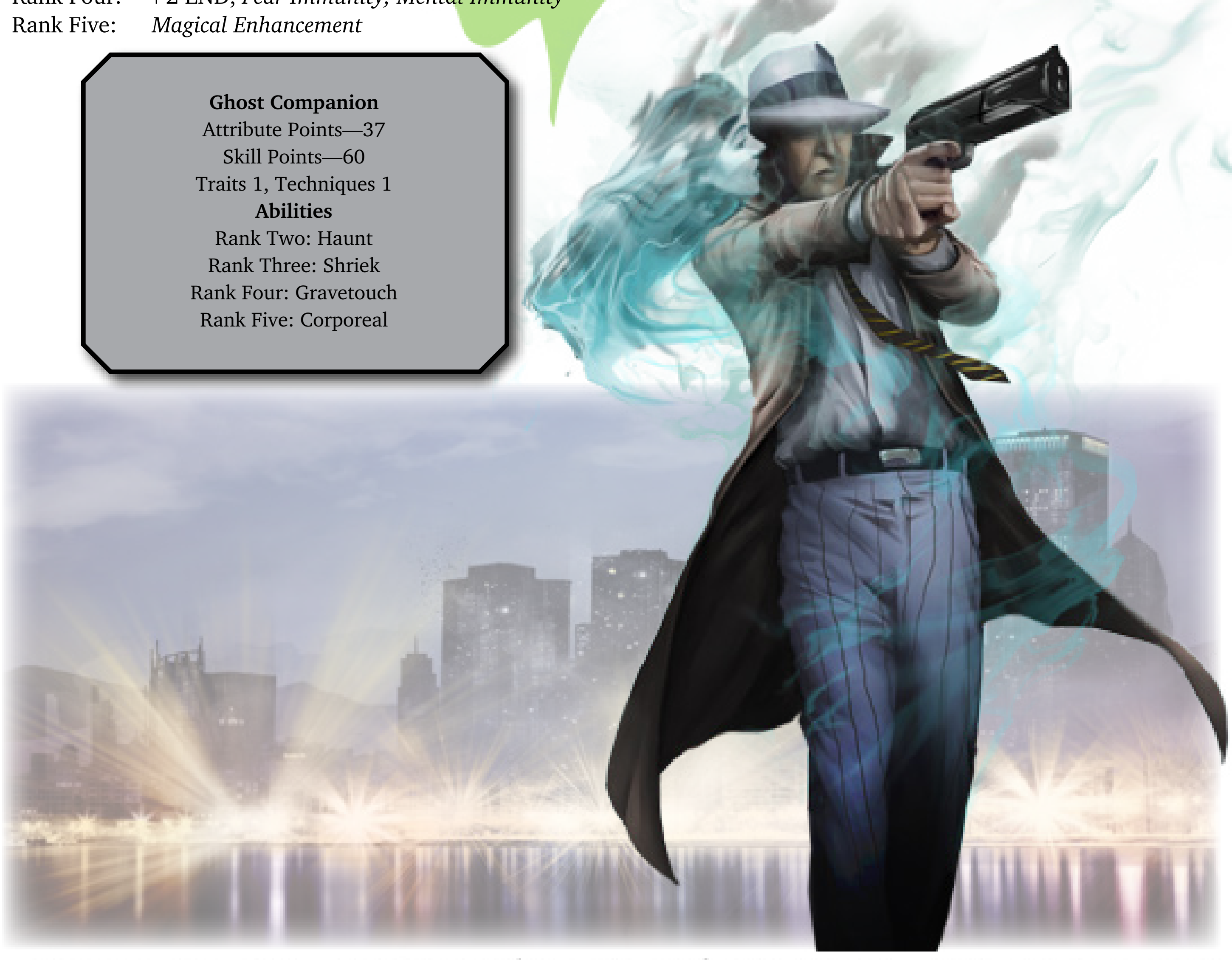
DREAMSCAPE (ABOVE AND BELOW): SEEKER

In a world where the souls of mankind are endlessly fought over by both heaven and hell, many beings (both mortal and otherwise) scramble to find an advantage.

Recovering a lost artifact, learning the secrets of an enemy, or deciphering the messages of a prophet are some of the issues that cause someone to contact a Seeker.

Masters of finding and uncovering the hidden, Seekers have become known as the supernatural gumshoe's of the world.

It's dangerous work meddling in the war of heaven and hell, but a true Seeker has the skills and the know-how to ensure they succeed at their tasks and collect a myriad of unique, wonderful payments.



MOON-BEAST

ARCHETYPE: EXULMUS

Under the light of the moon, you are a beast of unbridled rage and ferocity. A supreme predator, you use exceptional might combined with horrific claws to rend your prey asunder.

PASSIVE ASPECT

Lycanthrope: Assuming the hybrid shape of both a human and beast, you gain access to enhanced physical ability as well as the beast's natural advantages.

Rank One:	+3 STR, +3 END, *Natural Weapon: Claws*
Rank Two:	+50 Health
Rank Three:	+2 STR, *Natural Weapon: Maw*
Rank Four:	*Fear Immunity, Mental Immunity,* +5 Fighting
Rank Five:	+2 STR, +2 END, *Relentless*

Natural Weapon: Claws
Threat: 5
Damage: 15
(1c) Damage Adjustment: +2

Natural Weapons: Maw
Threat: 3
Damage: 20
(1c) Damage Adjustment: +2

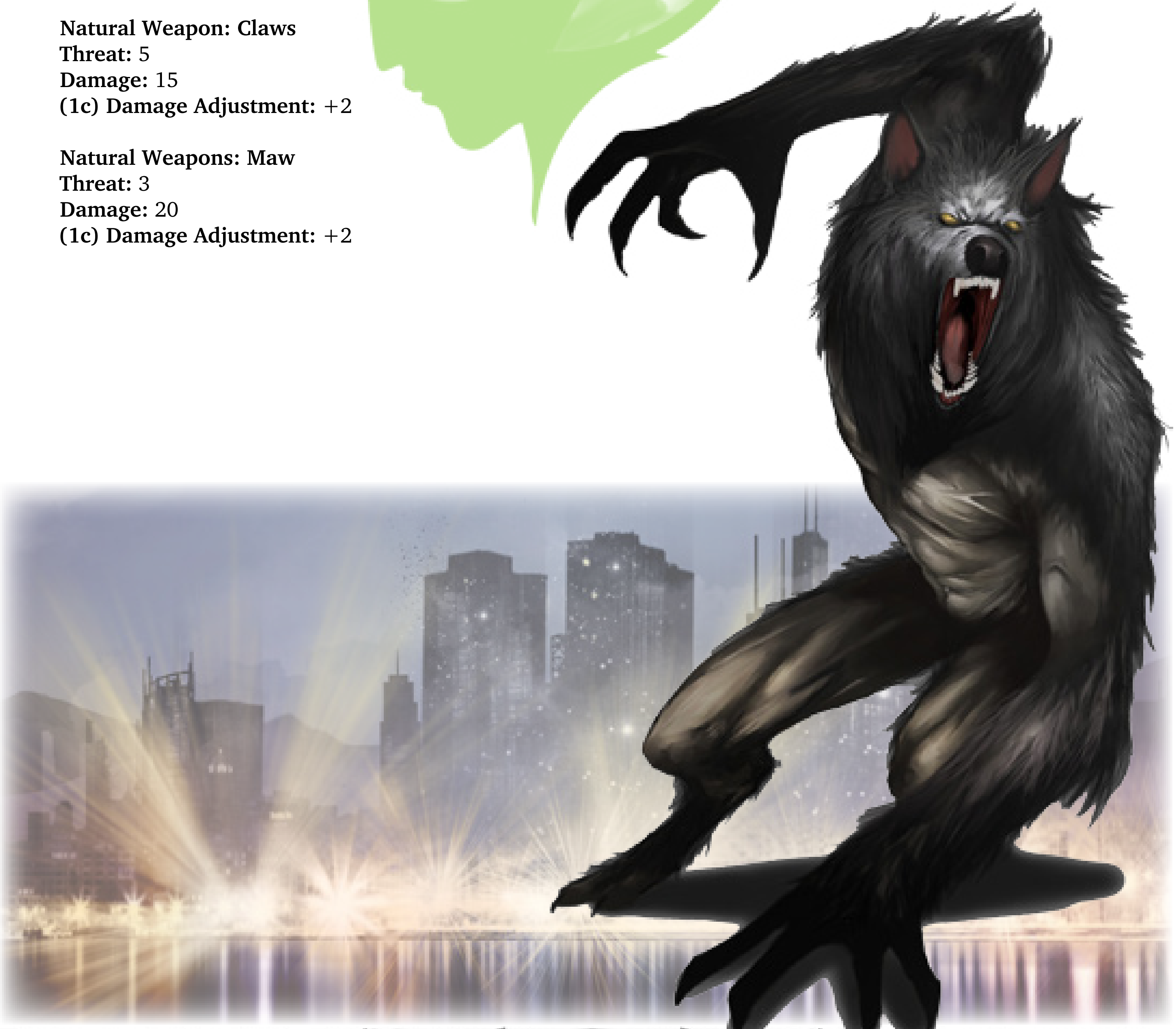
ANIMUS ABILITIES

Rank One:	Frightening Roar
Rank Two:	Monstrous Regeneration
Rank Three:	Scent of the Hunt
Rank Four:	Predator
Rank Five:	Moon Touched

DREAMSCAPE (SHADOW CHRONICLES): LUNIC CURSE

According to the Shadow Chronicles, those who would not submit to living in a world overrun by the monsters of shadow, could choose to accept the Moon's blessing.

Known to the wise as the Lunic Curse, those who accept this curse are transformed into vicious monsters of great power. These beasts do indeed hunt the monsters of the Shadow, as well as anyone else who crosses their path. As they feed on the flesh of their enemies, they develop strange and powerful abilities that give even the Shadow's minions pause.



NEMESIS

The following pages contain a number of Nemesis that are chosen during character creation. Along with their names and descriptions, each Nemesis has some important information listed.

Every Nemesis has a Reaver Type which shows what methods they use to attempt to drive an Anima to Doubt. They also have specific methods they use, listed in the "How They Reave" section.

Every Nemesis has a unique Foreboding Vision that announces a Nemesis' spawning to their Anima.

In addition to their basic Reaver Ability, every Nemesis has 5 Magical Abilities (Ranked one to five) which they gain access to as they grow in strength.

These Magical Abilities are used by the Nemesis in the same way they would be used by an Animus.

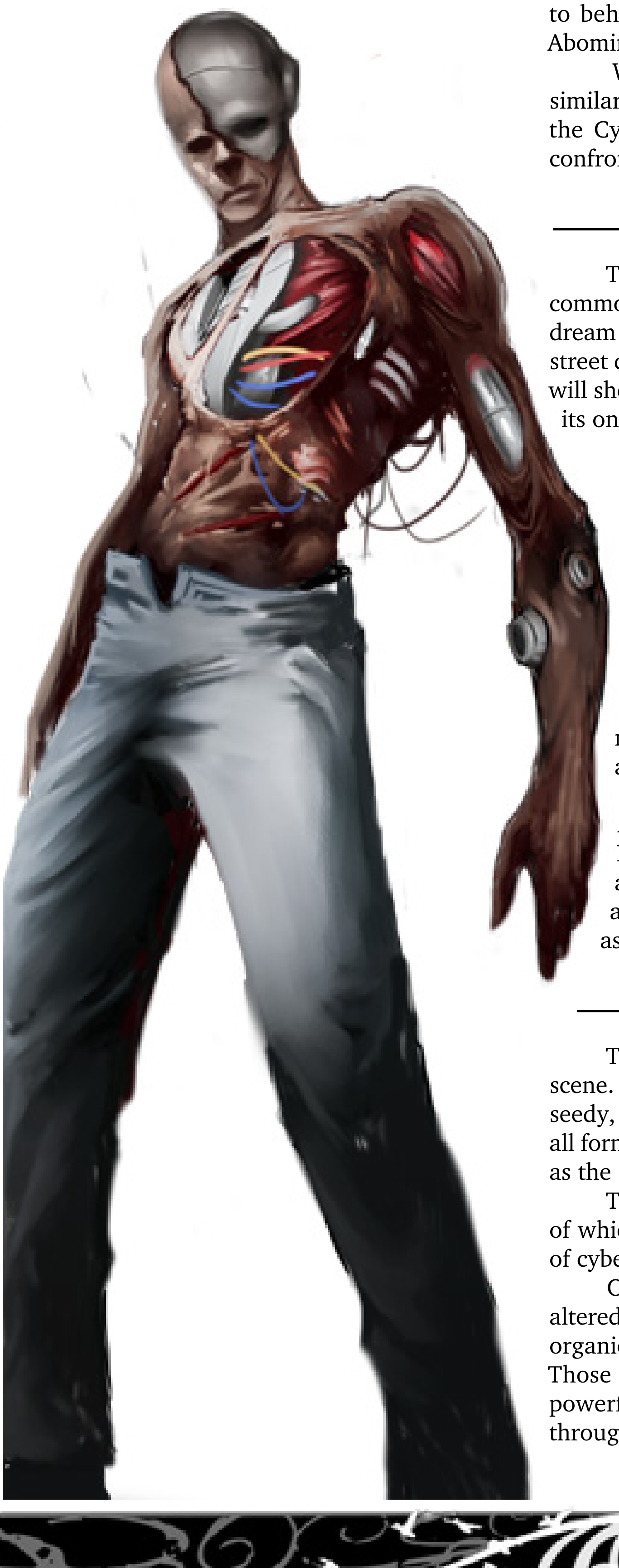
All Nemesis also have their own unique traits and growth bonuses that differentiate them from each other and from base Reavers.

Finally, a Dreamscape version of each Nemesis is listed to provide inspiration for how that specific character could come to be from a specific Crux.

When choosing a Nemesis, feel free to alter their appearance, back story, and even name to better fit the Anima's Crux and serve as a proper foil to their Animus.

CYBERNETIC ABOMINATION

REAVER TYPE: VIOLENCE



Merging the human body with cybernetic enhancements in grotesque and disturbing ways, the cybernetic abomination is a frightening sight to behold. Altered with a crude patchwork of metallic alterations, the Abomination barely retains a human appearance.

Whether its desire is a nefarious plan like mutilating an Anima into a similar monster, or simply following its own mindless need for bloodshed, the Cybernetic Abomination is a fearsome enemy for any dreamer to confront.

FOREBODING VISION

The Cybernetic Abomination's preparation for the hunt is the most common type of vision leading to its arrival. This can be a short and creepy dream of the nemesis testing its cybernetics, or of the nemesis conducting a street deal to acquire additional weaponry. Whatever the event, this vision will showcase how methodical and driven the nemesis is when it comes to its only purpose: killing the Anima.

HOW THEY REAVE

More often than not, the Cybernetic Abomination is on a tireless hunt to put an end to the Anima, only vaguely concerned with anyone else. At times, other people close to the Anima may be used as bait, to draw the Anima out into a vulnerable position. Typically it is the Cybernetic Abomination's inhumanity that makes them terrifying. They exist for one terrible purpose and while it may appear in many ways to be human, its behavior and terrible augmentations should make clear just how monstrous it truly is.

When it comes to getting at the Anima, the Cybernetic Abomination will resort to infiltration or assassination techniques. Its abilities make it a fantastic combatant, but Sonic Dampeners along with the ability to pass for a normal human can give it the ability to spring its attack on the Anima in many public places, often as a complete surprise.

DREAMSCAPE (EARTH 7): SIN'AI

The crime ridden city of Modulas is famous for its unparalleled party scene. People from all over the galaxy flock to experience everything the seedy, drug addled city has to offer. With the party goers however, comes all forms of underhanded behavior, none of which are perhaps as terrifying as the Sin'ai.

The black market is the foundation of Modulas' economy, the heart of which is in cybernetic augmentations. A particularly progressive batch of cyber-software hit the streets with corrupt programming.

Originally designed to help regenerate organic tissue, the programing altered the brain of those implanted with it, driving them to consume other organics as a means to supply raw material for the regenerative process. Those crazy, disturbed, or desperate enough to willingly accept these powerful implants have earned a name that inspires fear and revulsion throughout Modulas: The Sin'ai.

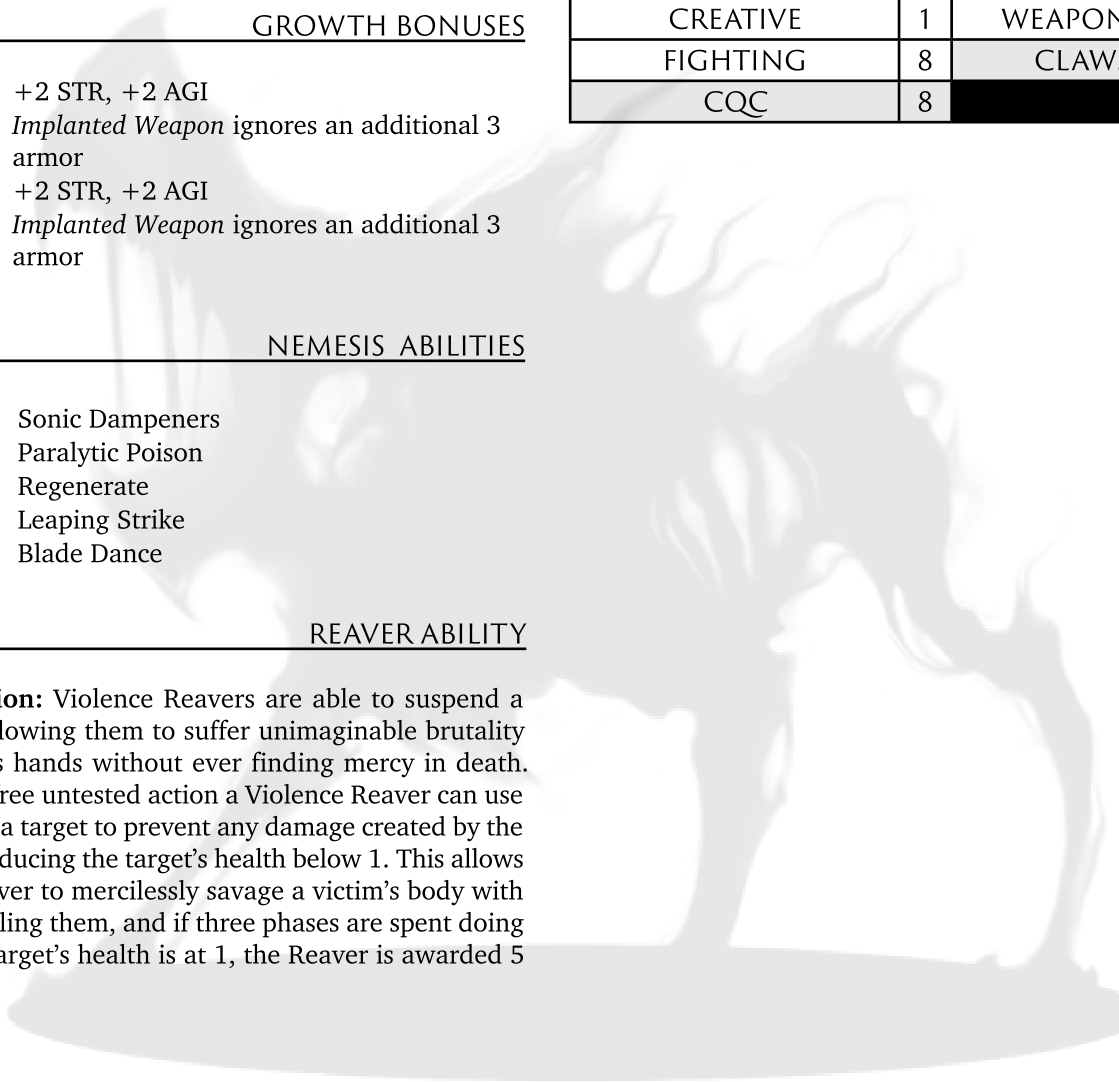
REAVER TRAITS

Cybernetic Composition: This character has had their body heavily modified with cybernetic implants. Whole portions of their natural form has been replaced with advanced technology to further their capabilities. This grants +4 Attribute points (+2 Strength, +2 Agility, +6 Armor).

Kinetic Thrusters: Enhancements to the body allow for much faster movement. This character may move up to triple the normal distance allowed for any type of movement in a phase.

Implanted Weapon (Retractable Claws): Large, metallic claws can protrude from the tips of the characters fingers on demand. These claws are made of a futuristic metal alloy, allowing them to cut tough materials without breaking.

Claws
Threat: 4
Damage: 12
(1c) Damage Adjustment: +2
Special Effects: Ignore up to 3 Armor



GROWTH BONUSES

Rank Two:	+2 STR, +2 AGI
Rank Three:	*Implanted Weapon* ignores an additional 3 armor
Rank Four:	+2 STR, +2 AGI
Rank Five:	*Implanted Weapon* ignores an additional 3 armor

NEMESIS ABILITIES

Rank One:	Sonic Dampeners
Rank Two:	Paralytic Poison
Rank Three:	Regenerate
Rank Four:	Leaping Strike
Rank Five:	Blade Dance

REAVER ABILITY

Suspension: Violence Reavers are able to suspend a victim's life, allowing them to suffer unimaginable brutality at the Reaver's hands without ever finding mercy in death. As an instant, free untested action a Violence Reaver can use Suspension on a target to prevent any damage created by the Reaver from reducing the target's health below 1. This allows a violence Reaver to mercilessly savage a victim's body with no threat of killing them, and if three phases are spent doing so, while the target's health is at 1, the Reaver is awarded 5 conviction.

STATISTICS

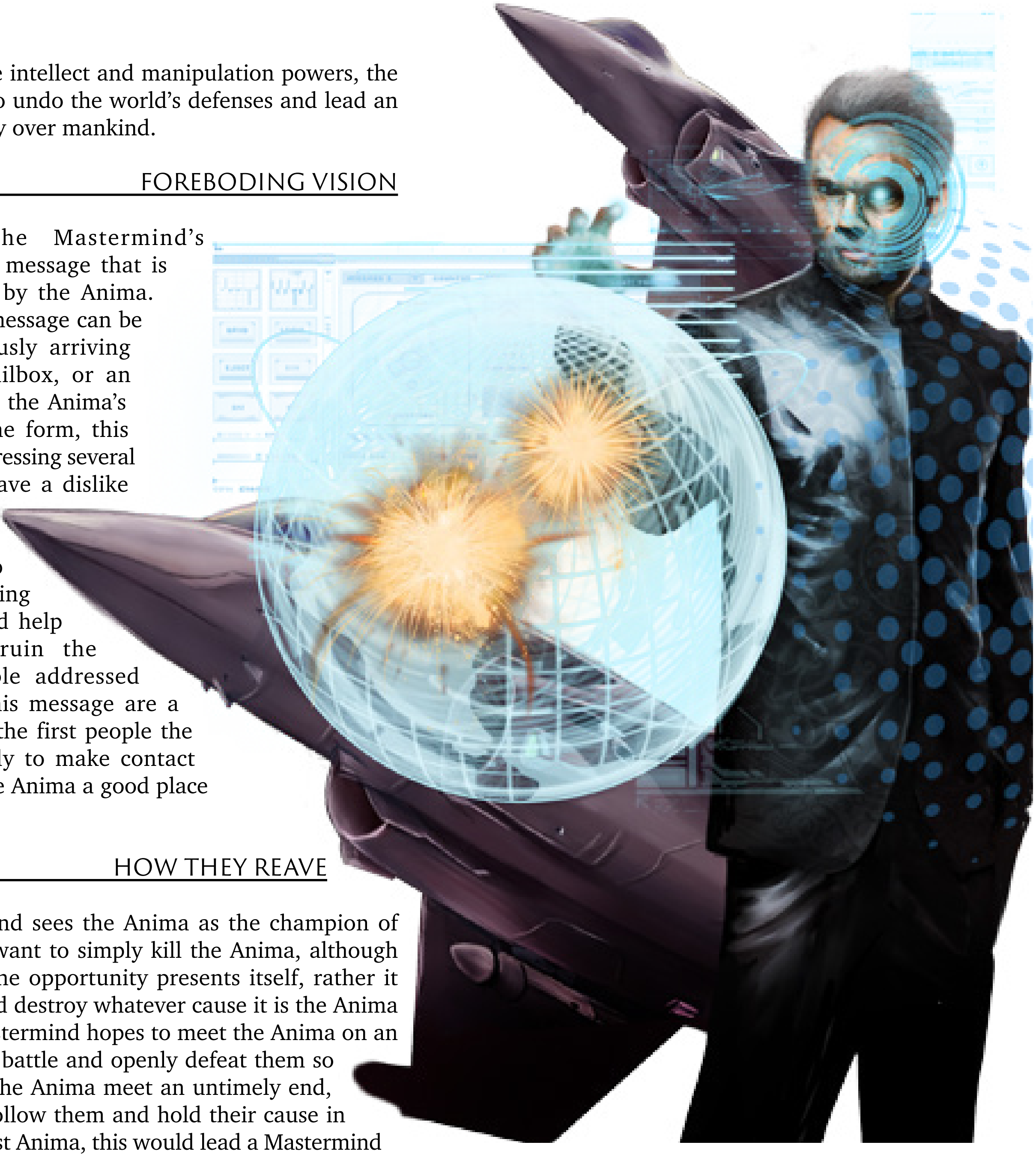
ATTRIBUTES			
STRENGTH	7	INTELLECT	5
AGILITY	6	PERCEPTION	6
ENDURANCE	8	CHARM	3

SHAPING	5	CONVICTION	100	REACTION	12
HEALTH	100	NIGHTMARE	0	ARMOR	6
STAMINA	90	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	2	FIREARMS	3
ATHLETICS	2	HANDGUNS	3
COMPUTERS	12	MANUAL	1
HACKING	9	SOCIAL	0
CREATIVE	1	WEAPONRY	8
FIGHTING	8	CLAWS	8
CQC	8		

MASTERMIND

REAVER TYPE: RUIN



Using supreme intellect and manipulation powers, the Mastermind seeks to undo the world's defenses and lead an alien army to victory over mankind.

FOREBODING VISION

Heralding the Mastermind's return is a strange message that is somehow received by the Anima. In the dream, this message can be an email mysteriously arriving in the Anima's mailbox, or an actual letter sent to the Anima's home. Whatever the form, this message will be addressing several people who may have a dislike or openly hate the Anima. The message's cause is to rally all those receiving it to join forces and help the Mastermind ruin the Anima's life. People addressed or mentioned in this message are a good indication of the first people the Mastermind is likely to make contact with, thus giving the Anima a good place to start their search.

HOW THEY REAVE

The Mastermind sees the Anima as the champion of a cause. It doesn't want to simply kill the Anima, although this will suffice if the opportunity presents itself, rather it wants to corrupt and destroy whatever cause it is the Anima holds dear. The Mastermind hopes to meet the Anima on an appropriate field of battle and openly defeat them so that not only does the Anima meet an untimely end, but so do all who follow them and hold their cause in high regard. For most Anima, this would lead a Mastermind to openly oppose either the Anima's coven, or even the DCMA as a whole if the Anima is an active member.

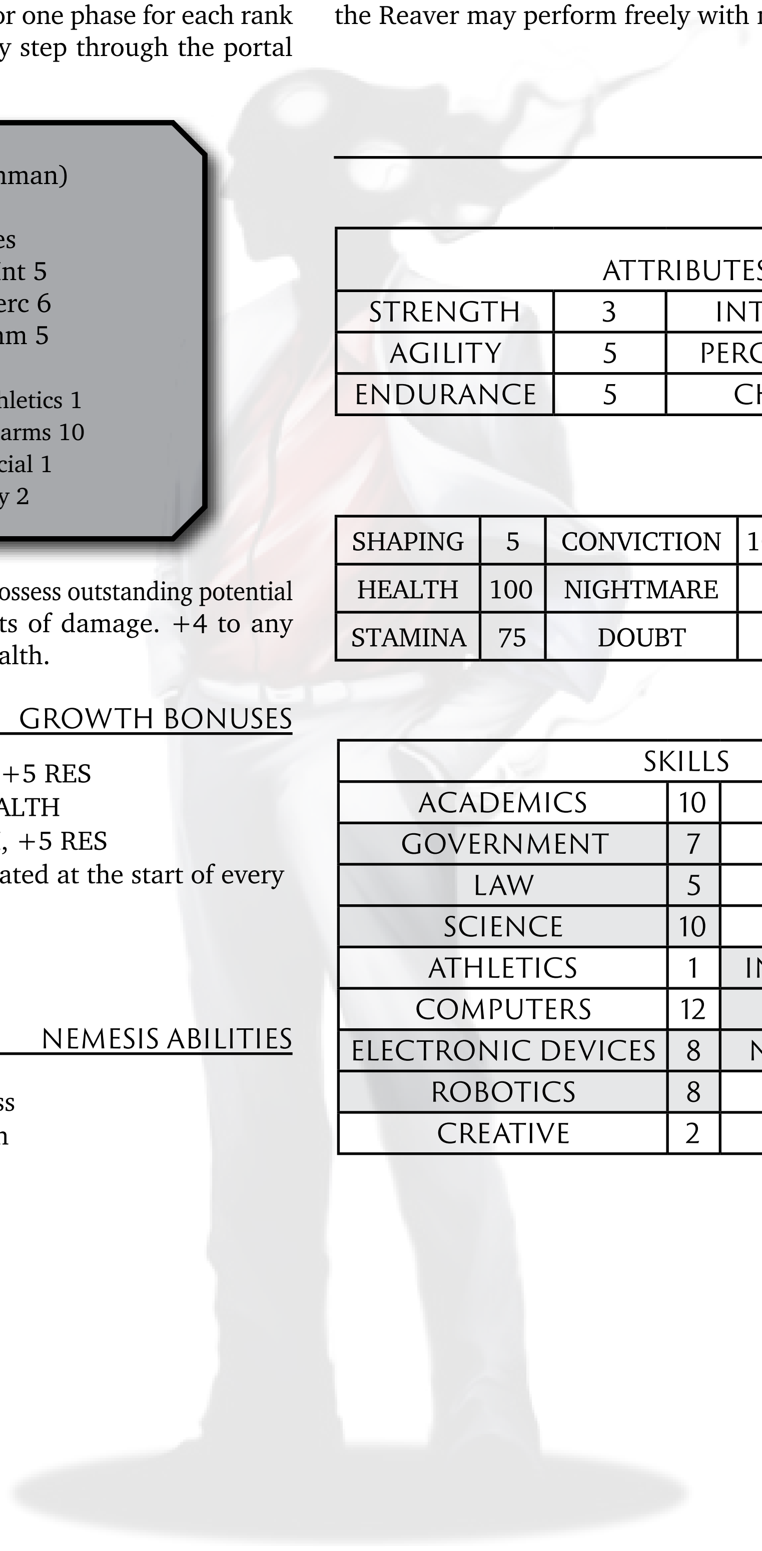
Clever and sophisticated use of planning and assets are what makes dealing with a Mastermind difficult. Seeking more than simple harm to the Anima, this Nemesis, if not properly stopped, can do long lasting damage to any institution the Anima may be associated with. Repeat problems from a Mastermind can eventually cause an Anima to be ostracized from the very institution they hope to serve.

DREAMSCAPE (GENERATION HERO): SORUKAI COMMANDER

The Sorukai have been trying to enslave Earth - 7 for years and have thus far been thwarted. Eager to gain any advantage possible, they have begun seeking out brilliant minds among humanity.

Those selected who opt to join the Sorukai and help them win the war are put through a secretive process to unlock their minds. Using mysterious technology, the Sorukai surgically alter the human's brains.

This process unlocks a vast psionic potential, giving the human the ability to be aware of countless soldiers, and coordinate them with unnatural efficiency. Sorukai Commanders have masterfully achieved victory after victory, posing a new threat to the safety of Earth - 7.



REAVER TRAITS

Powerful Accessory(Portal Disc): This Nemesis has a powerful permanent accessory that assists them in destroying the target Anima.

This piece of alien technology allows the Mastermind to open a dimensional portal that their evil minions can step through.

Unfortunately, this device will only be able to hold the portal for a short time before it runs out of energy. After use, it takes 24 hours to charge again.

The portal will remain open for one phase for each rank the user has. Only one minion may step through the portal each phase.

Minion
(Hired Henchman)

Attributes
Str 6 Int 5
Agi 5 Perc 6
End 6 Chm 5

Academics 1 Athletics 1
Fighting 10 Firearms 10
Manual 1 Social 1
Technology 2

Super-Human: This character possess outstanding potential and can sustain unnatural amounts of damage. +4 to any attribute (Intellect) and +50 to health.

GROWTH BONUSES

Rank Two:	+3 INT, +5 ARM, +5 RES
Rank Three:	+3 CHM, +50 HEALTH
Rank Four:	+3 CHM, +5 ARM, +5 RES
Rank Five:	+1 Health regenerated at the start of every phase

NEMESIS ABILITIES

Rank One:	Unlocked Awareness
Rank Two:	Attack Coordination
Rank Three:	Empowered Asset
Rank Four:	Displacement
Rank Five:	Hivemind

REAVER ABILITY

Corruption: While the Ruin Reaver is materialized in the Waking World, they may use Corruption on a single sleeper, which causes the target to see a chosen Anima as a mortal enemy. This effect will cause the target to take any action that is reasonably accessible to them to harm or undermine the selected Anima. Corruption lasts for 24 hours per Rank of the Reaver and immediately ends if used on a new target. These actions must not cause immediate or obvious harm to the target of Corruption. This is an instant untested action that the Reaver may perform freely with no cost.

STATISTICS

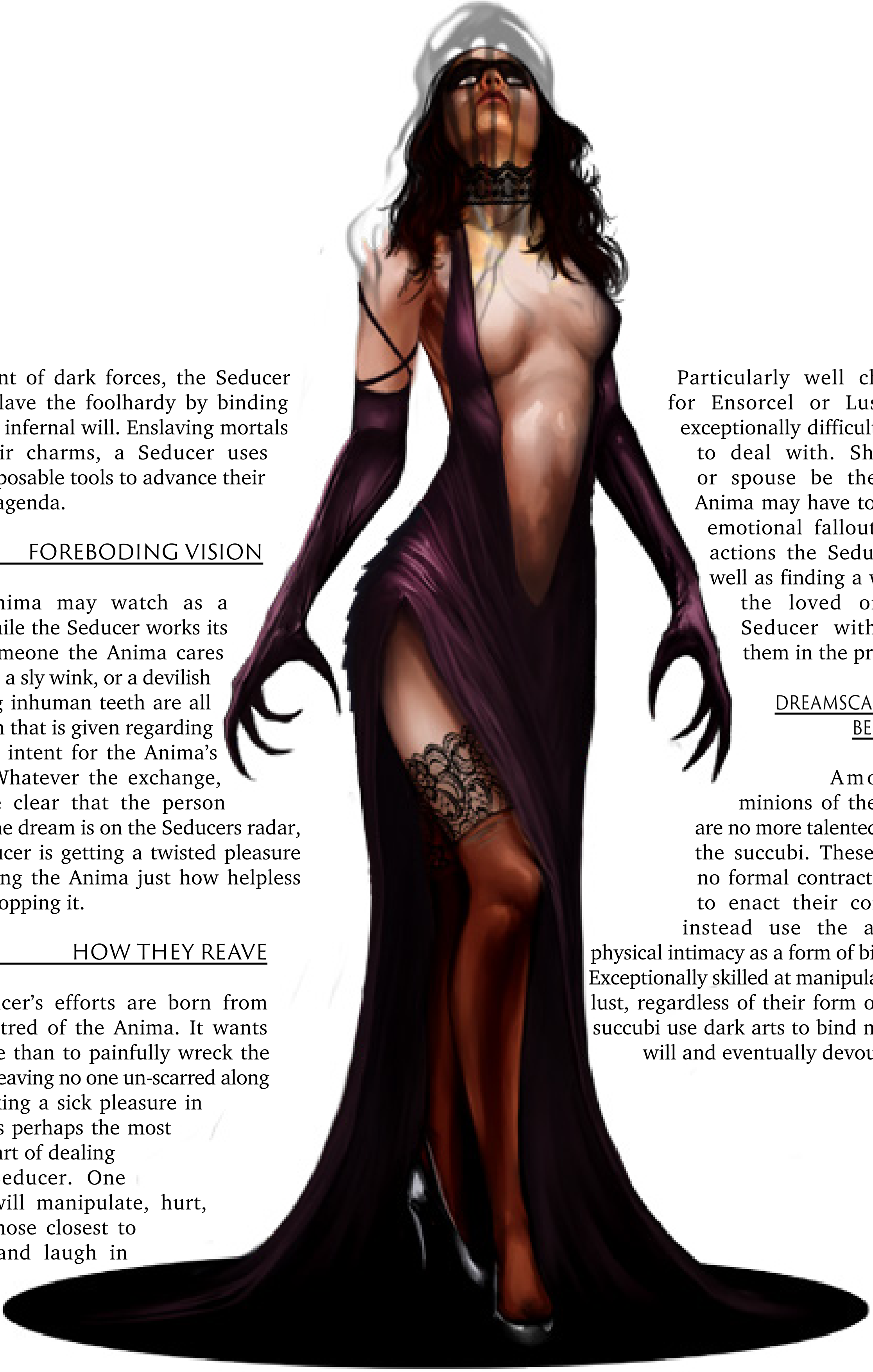
ATTRIBUTES			
STRENGTH	3	INTELLECT	8
AGILITY	5	PERCEPTION	9
ENDURANCE	5	CHARM	5

SHAPING	5	CONVICTION	100	REACTION	14
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	75	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	10	FIGHTING	3
GOVERNMENT	7	FIREARMS	1
LAW	5	MANUAL	1
SCIENCE	10	SOCIAL	9
ATHLETICS	1	INTIMIDATION	6
COMPUTERS	12	LEADERSHIP	9
ELECTRONIC DEVICES	8	NEGOTIATION	6
ROBOTICS	8	WEAPONRY	3
CREATIVE	2		

SEDUCER

REAVER TYPE: TORMENT



An agent of dark forces, the Seducer seeks to enslave the foolhardy by binding them to their infernal will. Enslaving mortals through their charms, a Seducer uses people as disposable tools to advance their own wicked agenda.

FOREBODING VISION

The Anima may watch as a bystander while the Seducer works its magic on someone the Anima cares about. Maybe a sly wink, or a devilish smile bearing inhuman teeth are all the indication that is given regarding the Nemesis' intent for the Anima's loved one. Whatever the exchange, it should be clear that the person depicted in the dream is on the Seducers radar, and the Seducer is getting a twisted pleasure out of showing the Anima just how helpless they are at stopping it.

HOW THEY REAVE

A Seducer's efforts are born from a sadistic hatred of the Anima. It wants nothing more than to painfully wreck the Anima's life, leaving no one un-scarred along the way. Taking a sick pleasure in the process is perhaps the most infuriating part of dealing with the Seducer. One by one, it will manipulate, hurt, or murder those closest to the Anima and laugh in amusement at its own cruelty.

Particularly well chosen targets for Ensorcel or Lust can prove exceptionally difficult for an Anima to deal with. Should a lover or spouse be the target, The Anima may have to deal with the emotional fallout of whatever actions the Seducer forces, as well as finding a way to remove the loved one from the Seducer without harming them in the process.

DREAMSCAPE (ABOVE AND BELOW): SUCCUBI

Amongst the minions of the Below, there are no more talented seducers than the succubi. These demons take no formal contract or agreement to enact their corruption, and instead use the acceptance of physical intimacy as a form of binding consent. Exceptionally skilled at manipulating a person's lust, regardless of their form or purpose, the succubi use dark arts to bind mortals to their will and eventually devour their souls.

REAVER TRAITS

Demonic Sorcery: This character may sacrifice their own health to enhance their magical powers. For every 20 Health given up they receive a +3 bonus to all shaping ATs for one hour. This sacrifice counts as an instant, free, untested action. Demonic Sorcery will not stack with itself, thus using it while its effects are still active will replace its previous effects with new ones.

Claws: As an instant, free untested action this character can transform their fingers into razor sharp, elongated claws.

Claws
Threat: 4
Damage: 12
(1c) Damage Adjustment: +2
Special Effects: Ignore up to 3 Armor

Fire Proof: This Nemesis immune to both normal and magical fire.

GROWTH BONUSES

Rank Two:	*Demonic Sorcery* grants an additional +1 bonus to Shaping ATs
Rank Three:	*Demonic Sorcery* grants an additional +1 bonus to Shaping ATs
Rank Four:	*Demonic Sorcery* grants an additional +1 bonus to Shaping ATs
Rank Five:	*Demonic Sorcery* grants an additional +1 bonus to Shaping ATs

NEMESIS ABILITIES

Rank One:	Ensorcel
Rank Two:	Compel
Rank Three:	Life Drain
Rank Four:	Husk
Rank Five:	Lust

REAVER ABILITY

Suffering: By making contact with a target in pain, the Torment Reaver overwhelms them with a nearly unbearable level emotional and physical suffering. The crippling state is as exhausting as it is terrible, causing the target to lose 20 Stamina, and draining 1 Conviction per Rank the Reaver possesses. Conviction drained by Suffering is added to the Reaver's Conviction total. This is an instant untested action that the Reaver may perform freely, with no cost.

STATISTICS

ATTRIBUTES			
STRENGTH	4	INTELLECT	8
AGILITY	5	PERCEPTION	7
ENDURANCE	4	CHARM	9

SHAPING	5	CONVICTION	100	REACTION	12
HEALTH	100	NIGHTMARE	0	ARMOR	6
STAMINA	70	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	7	SOCIAL	16
ATHLETICS	1	NEGOTIATION	9
COMPUTERS	1	INTIMIDATION	6
CREATIVE	6	SEDUCTION	16
FIGHTING	3	WEAPONRY	3
FIREARMS	1		
MANUAL	1		

UNDEAD WARLORD

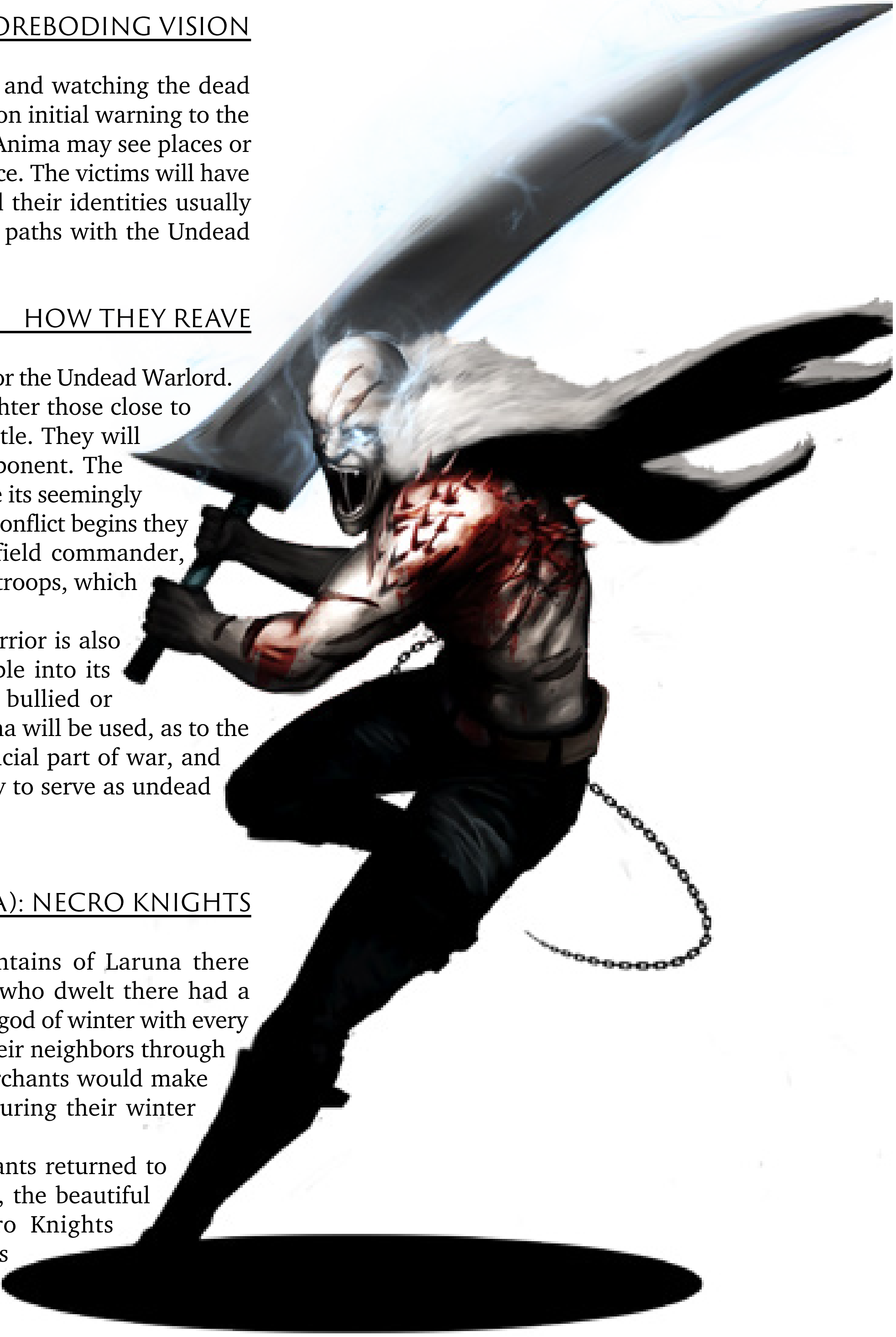
REAVER TYPE: VIOLENCE

Suspended in an unnatural state between life and death, the Undead Warlord is a terror on the battlefield, wielding necromantic powers to ensure even the dead obey its commands.

FOREBODING VISION

Hearing a voice give a command, and watching the dead rise and take up arms is the most common initial warning to the Undead Warlord's arrival. At times the Anima may see places or people they know completely frozen in ice. The victims will have a look of terror stuck on their face, and their identities usually indicate the first person who will cross paths with the Undead Warlord.

HOW THEY REAVE



Brute force is the modus operandi for the Undead Warlord. They will take any opportunity to slaughter those close to the Anima in the hopes it will force battle. They will not, however, prove to be a foolish opponent. The Undead Warlord will seek to substantiate its seemingly invincible or immortal status, but when conflict begins they will have the shrewd mind of a battlefield commander, seeking out corpses to use as makeshift troops, which it will do with shocking efficiency.

Oddly enough, the Undead Warrior is also highly likely to enlist other living people into its army. Anyone that can be threatened, bullied or purchased to strike out against the Anima will be used, as to the Undead Warlord, mercenaries are a crucial part of war, and the best part is they eventually die, only to serve as undead minions for the cause.

DREAMSCAPE (LARUNA): NECRO KNIGHTS

In the frozen northwest mountains of Laruna there once stood a vast citadel. The people who dwelt there had a barbaric culture, but they worshiped the god of winter with every breath. They had been benevolent to their neighbors through the ages and many of the southern merchants would make the difficult trek to trade with them during their winter festivals.

One winter, the southern merchants returned to find the citadel ravaged. Blood-stained, the beautiful ice construct and the armored Necro Knights remained. They commanded corpses to devour the merchants, as they personally slaughtered any bodyguards brave enough to face them.

Now the Necro Knights serve an undead king and their small kingdom in the mountains is feared by all. Someday, the villages of the south claim, the Necro Knights will lead a vast army down the mountains to consume the living.

REAVER TRAITS

Undead: This character suffers no Wound Penalties and is immune to all Mind abilities and effects.

Undying Command: Undead servants created by this character receive a +2 bonus Strength and +25 Health.

GROWTH BONUSES

Rank Two: +4 2Handed Edged, +2 ARM, +1 RES, +25 Health
Rank Three: Undying Command Trait grants an additional +2 STR and +25 Health
Rank Four: +4 2Handed Edged, +2 ARM, +1 RES, +25 Health
Rank Five: Undying Command Trait grants an additional +2 STR and +25 Health

NEMESIS ABILITIES

Rank One: Animate
Rank Two: Frost Aura
Rank Three: Divine Protection
Rank Four: Predator
Rank Five: Hivemind

REAVER ABILITY

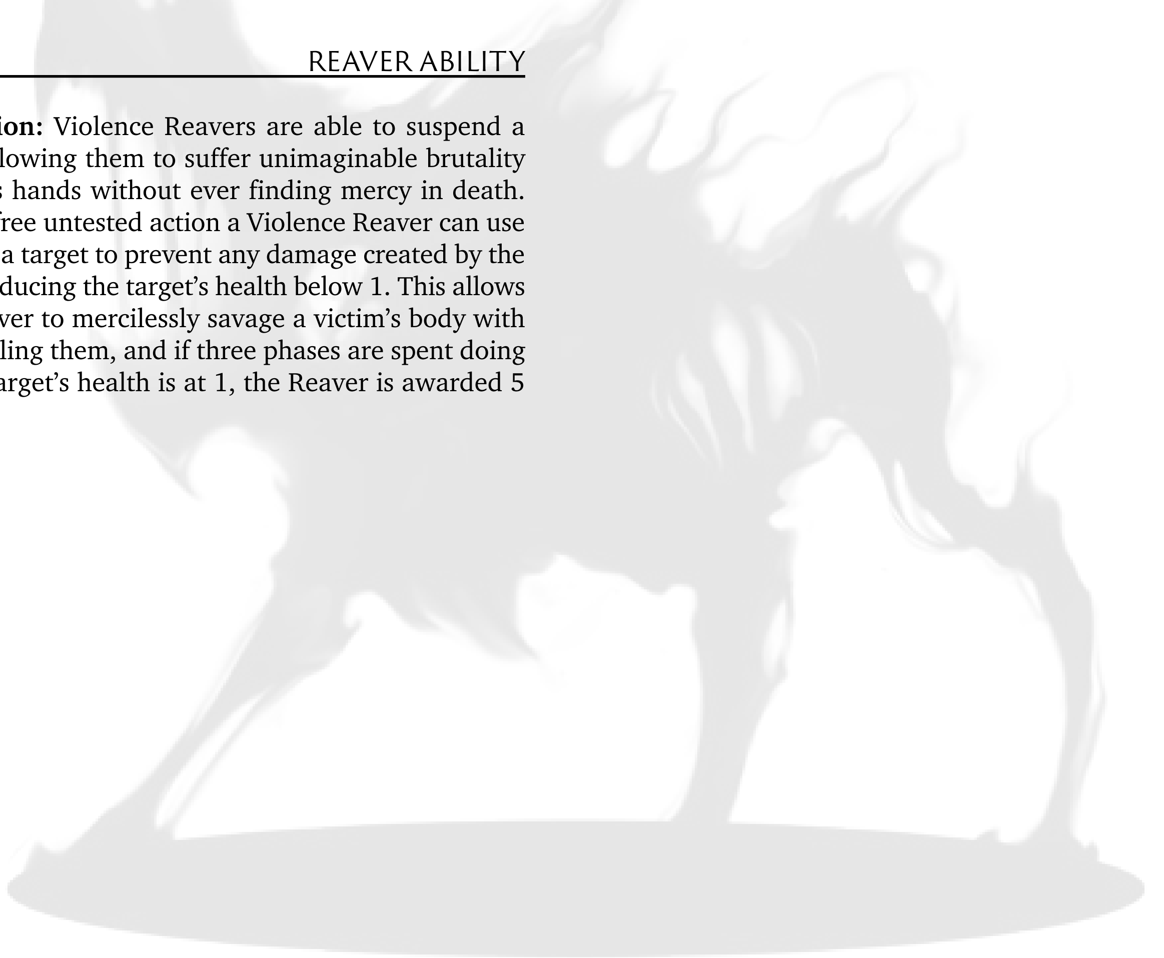
Suspension: Violence Reavers are able to suspend a victim's life, allowing them to suffer unimaginable brutality at the Reaver's hands without ever finding mercy in death. As an instant, free untested action a Violence Reaver can use Suspension on a target to prevent any damage created by the Reaver from reducing the target's health below 1. This allows a violence Reaver to mercilessly savage a victim's body with no threat of killing them, and if three phases are spent doing so, while the target's health is at 1, the Reaver is awarded 5 Conviction.

STATISTICS

ATTRIBUTES			
STRENGTH	9	INTELLECT	8
AGILITY	6	PERCEPTION	6
ENDURANCE	7	CHARM	3

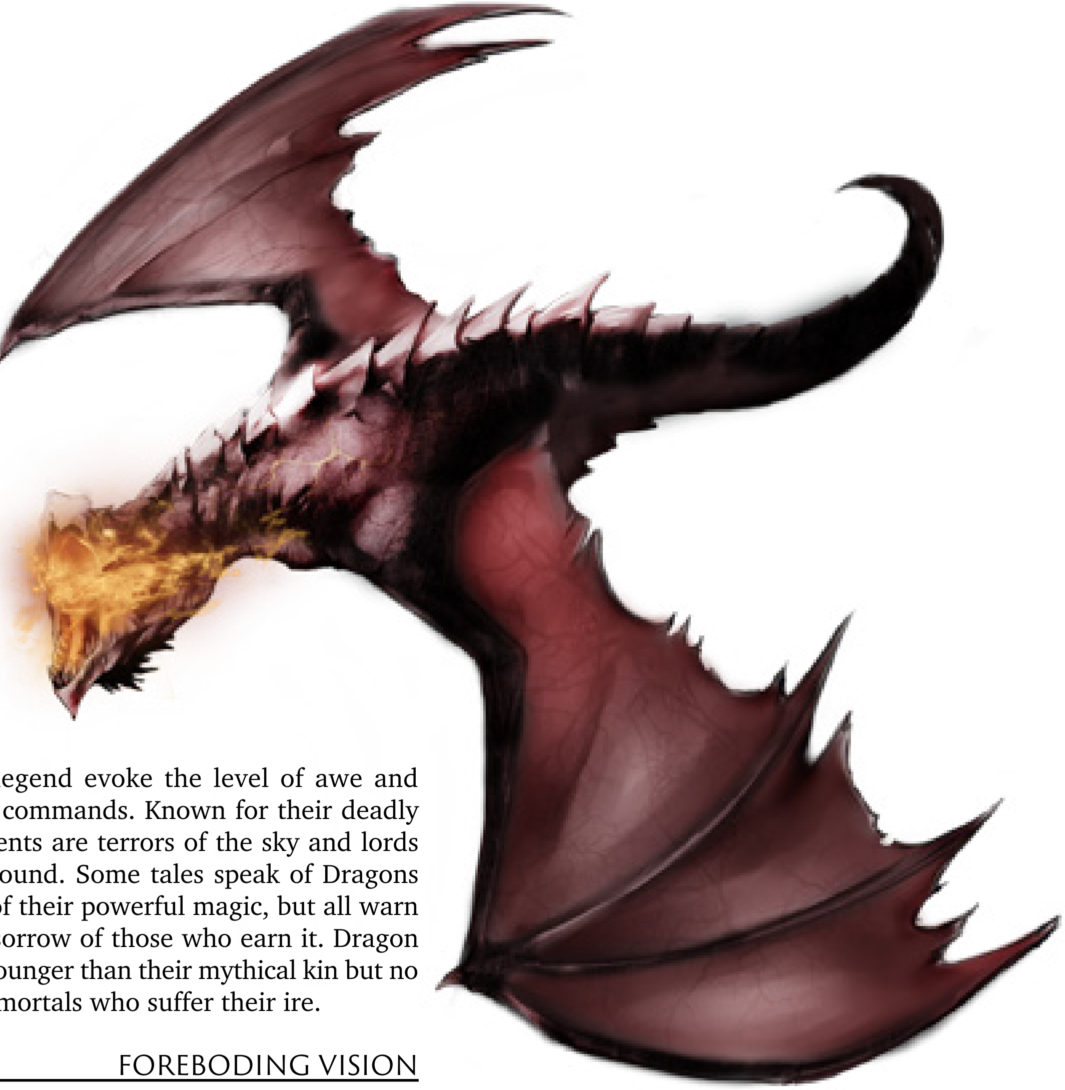
SHAPING	5	CONVICTION	100	REACTION	12
HEALTH	100	NIGHTMARE	0	ARMOR	10
STAMINA	85	DOUBT	0	RESIST	4

SKILLS			
ACADEMICS	9	MANUAL	1
MEDIEVAL WAR TACTICS	9	SOCIAL	10
ATHLETICS	1	INTIMIDATION	8
COMPUTERS	0	LEADERSHIP	7
CREATIVE	2	WEAPONRY	10
FIGHTING	11	2HANDED EDGED	10
FIREARMS	0		



DRAGON SPAWN

REAVER TYPE: RUIN



Few creatures of legend evoke the level of awe and respect that the Dragon commands. Known for their deadly breath, the winged serpents are terrors of the sky and lords of destruction on the ground. Some tales speak of Dragons and their greed, others of their powerful magic, but all warn of their wrath, and the sorrow of those who earn it. Dragon Spawn are smaller and younger than their mythical kin but no less problematic for the mortals who suffer their ire.

FOREBODING VISION

The Dragon Spawn's coming is always displayed the same in a vision. The Anima can be involved in any action at all, and it will be loudly interrupted by the massive roar of a dragon. Several clues can be derived from the details of this dream, such as how close or far away the Dragon Spawn is physically from the Anima, determined loosely by the closeness of the roar. Additionally, whatever the Anima was doing before being interrupted, as well as where they were, may give a good indication as to where the Dragon Spawn is going to make its initial appearance, or first attack.

HOW THEY REAVE

The Dragon Spawn harbor the terrible, long standing grudges of their larger brethren. It will see the Anima as its mortal enemy and because of this, will apply its fantastic physical might, and shrewd intellect to the task of annihilating both the Anima as well as all those who consider the Anima friend. Turning its cruel attention to the Anima's friends and loved ones, the Dragon Spawn will lie, cheat, steal and murder any time it sees the opportunity to further tarnish the Anima's legacy and "Nest." Using Shapeshift, a Dragon Spawn may pass as a human for the sole purpose of properly negotiating new ways to undermine the Anima.

DREAMSCAPE (LARUNA): SPAWN OF OCLORINO

While the dragonmen of Darcogaraith thrive in their mountain kingdom, the dragons that spawned their civilization have been pushed to near extinction. The long past War of the Titans cost most dragons their lives, but of the few who lived, none are more secretive or reviled than Oclorino.

A red scaled dragon rumored to be made of crystallized shadow, he has never forgotten the atrocity the people of Laruna committed against his kin. A cunning, methodical monster, he relishes in seeing his evil schemes come to fruition—or causing destruction and mayhem when they do not.

REAVER TRAITS

Dragon: +8 Strength, +6 Intellect, +8 Armor, +4 Resistance

GROWTH BONUSES

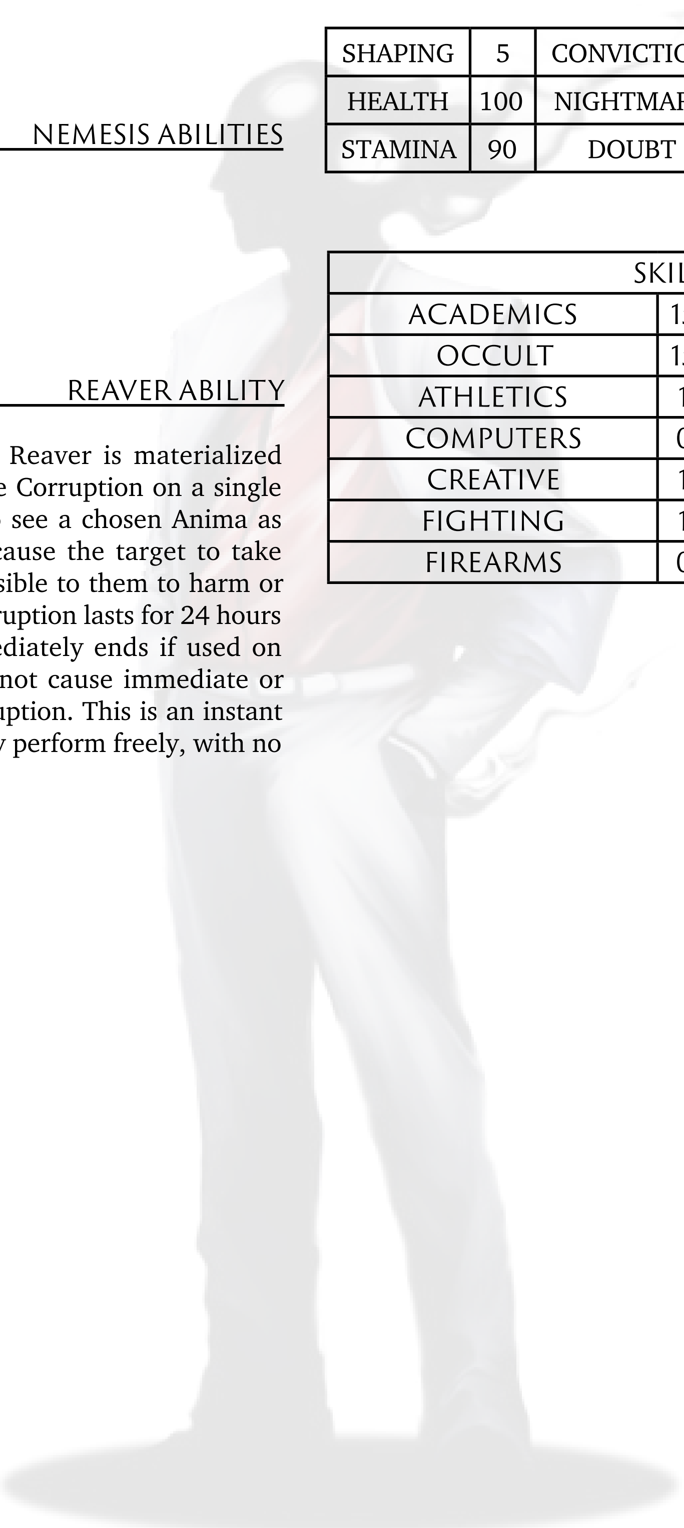
Rank Two:	+20 Health, +2 to Shaping ATs
Rank Three:	+20 Health, +2 to Shaping ATs
Rank Four:	+20 Health, +2 to Shaping ATs
Rank Five:	+20 Health, +2 to Shaping ATs

NEMESIS ABILITIES

Rank One:	Frightening Roar
Rank Two:	Firebreath
Rank Three:	Dive Bomb
Rank Four:	Shapeshift
Rank Five:	Bargain

REAVER ABILITY

Corruption: While the Ruin Reaver is materialized in the Waking World, they may use Corruption on a single sleeper, which causes the target to see a chosen Anima as a mortal enemy. This effect will cause the target to take any action that is reasonably accessible to them to harm or undermine the selected Anima. Corruption lasts for 24 hours per Rank of the Reaver and immediately ends if used on a new target. These actions must not cause immediate or obvious harm to the target of Corruption. This is an instant untested action that the Reaver may perform freely, with no cost.



STATISTICS

ATTRIBUTES			
STRENGTH	14	INTELLECT	11
AGILITY	6	PERCEPTION	7
ENDURANCE	8	CHARM	4

SHAPING	5	CONVICTION	100	REACTION	13
HEALTH	100	NIGHTMARE	0	ARMOR	8
STAMINA	90	DOUBT	0	RESIST	4

SKILLS			
ACADEMICS	15	MANUAL	1
OCCULT	15	SOCIAL	8
ATHLETICS	1	NEGOTIATION	8
COMPUTERS	0	WEAPONRY	16
CREATIVE	1	CLAWS	12
FIGHTING	1	MAW	16
FIREARMS	0		

KILLER CLOWN

REAVER TYPE: VIOLENCE

Mocking its prey with over sized shoes, a red squeaking nose, frizzled rainbow hair and a grim painted smile the Killer Clown is a perversion of cheer, gleefully murdering one victim after another in an effort to cut down the target of their psychotic humor.

FOREBODING VISION

Jump scares and eerie imagery are the typical precursors to the Killer Clown's appearance. The sound of a music box playing circus music, the quick glimpse of the Nemesis in a reflective surface, or even hearing its voice in a place that should be secure such as a home. Where the nemesis is seen, and who is present in the vision should give the Anima a relatively clear idea of either the location of the nemesis' arrival, or who will be the first unfortunate to cross its path.

HOW THEY REAVE

The dreadful fear of twisted perceptions is what grants the Killer Clown its' strength. By timing its attacks shrewdly, and manipulating a situation to maximize the dread it inspires, a Killer Clown can reduce even a stalwart Anima to shambles. Using its Bypass, the Killer Clown will make assaults on the Anima and their friends at the most inopportune times. Forcing an Anima into never feeling safe, being afraid to be alone or asleep, are all valuable tools in the Killer Clowns arsenal.

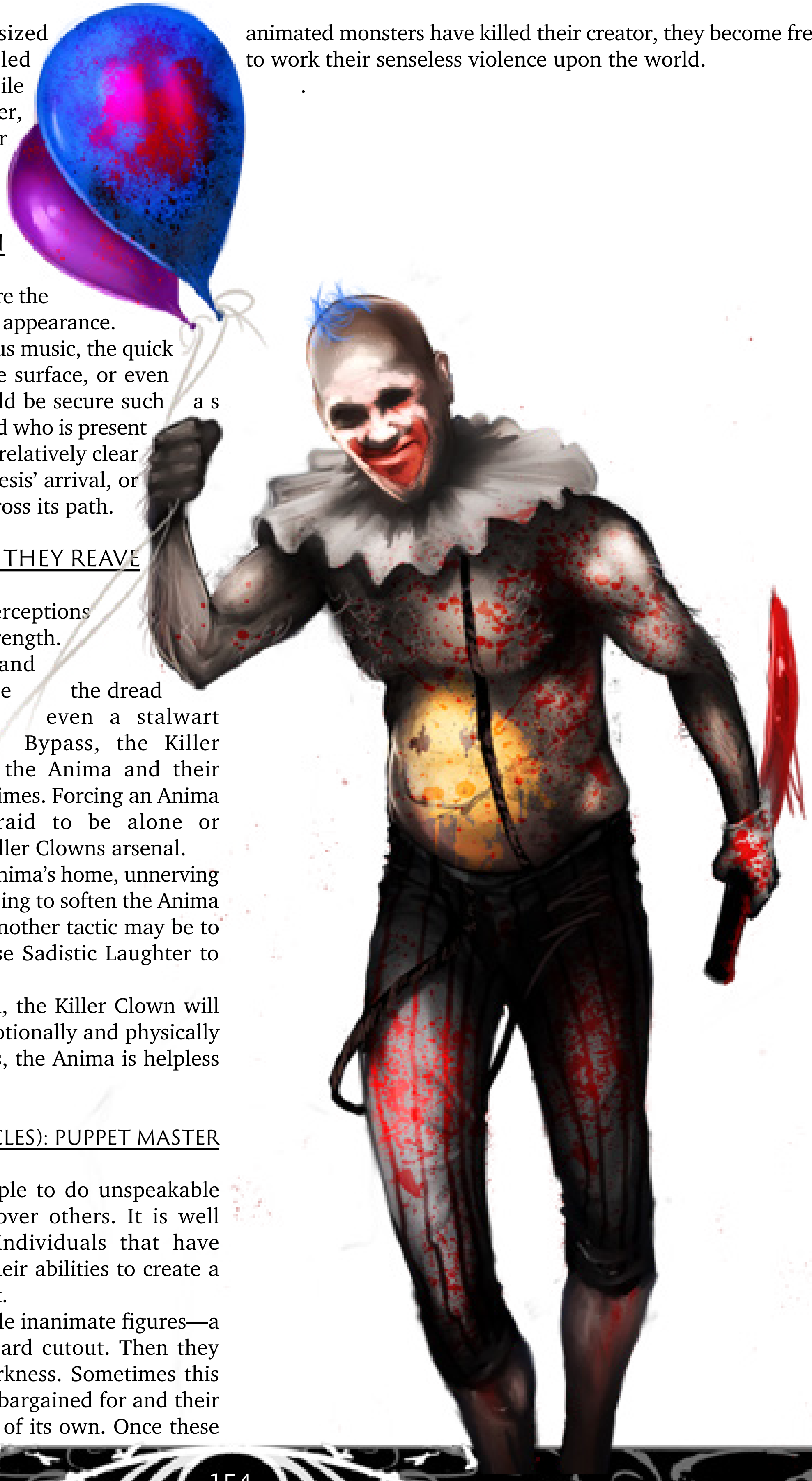
The clown may move about an Anima's home, unnerving them thoroughly and then retreat, hoping to soften the Anima up with ongoing sleep deprivation. Another tactic may be to wound an Anima's loved one and use Sadistic Laughter to cause them terrible suffering.

Using every trick at its disposal, the Killer Clown will seek to drain an Anima mentally, emotionally and physically so that when the attack finally comes, the Anima is helpless to stop the slaughter.

DREAMSCAPE (SHADOW CHRONICLES): PUPPET MASTER

Megalomania drives some people to do unspeakable things in an effort to gain power over others. It is well documented that some obsessed individuals that have taken power from the Shadow use their abilities to create a grotesque facsimile of a living servant.

Often these slaves begin as simple inanimate figures—a doll, a mannequin or even a cardboard cutout. Then they animate these with the power of darkness. Sometimes this process brings more than the creator bargained for and their would be slave has a murderous will of its own. Once these animated monsters have killed their creator, they become free to work their senseless violence upon the world.



REAVER TRAITS

Troubling Aura: Anyone in this character's immediate vicinity, or who can hear or see the character, must make an unskilled Intellect AT with a target number of 12. If they do not achieve base success, they are gripped with unnatural fear and have their nerves completely shaken. This fear causes a -8 penalty to all AT's.

GROWTH BONUSES

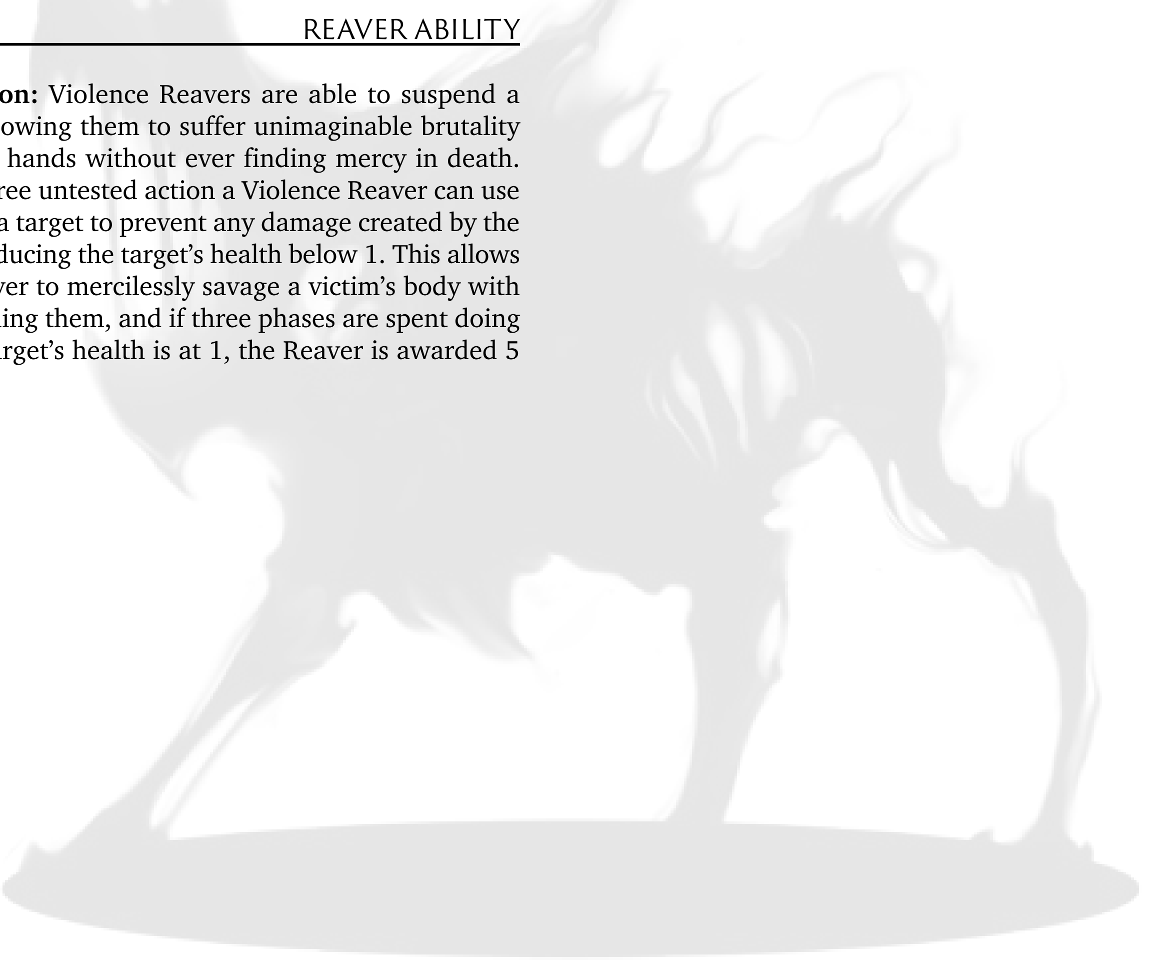
Rank Two:	*Troubling Aura's* target number becomes 16 and fear penalty becomes -10
Rank Three:	Enrages if someone succeeds *Troubling Aura's* AT, gaining +5 STR and 50 additional Health
Rank Four:	*Troubling Aura's* target number becomes 18 and fear penalty becomes -12
Rank Five:	Instantly regenerates 25 Health whenever a target is killed

NEMESIS ABILITIES

Rank One:	Bypass
Rank Two:	Concealed Weapon
Rank Three:	Scent of the Hunt
Rank Four:	Sadistic Laughter
Rank Five:	Lingering Madness

REAVER ABILITY

Suspension: Violence Reavers are able to suspend a victim's life, allowing them to suffer unimaginable brutality at the Reaver's hands without ever finding mercy in death. As an instant, free untested action a Violence Reaver can use Suspension on a target to prevent any damage created by the Reaver from reducing the target's health below 1. This allows a violence Reaver to mercilessly savage a victim's body with no threat of killing them, and if three phases are spent doing so, while the target's health is at 1, the Reaver is awarded 5 Conviction.



STATISTICS

ATTRIBUTES			
STRENGTH	6	INTELLECT	9
AGILITY	5	PERCEPTION	6
ENDURANCE	4	CHARM	2

SHAPING	5	CONVICTION	100	REACTION	11
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	70	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	1	FIREARMS	3
ATHLETICS	1	HANDGUNS	7
COMPUTERS	1	MANUAL	1
CREATIVE	10	SOCIAL	7
BALLOON ANIMALS	1	INTIMIDATION	6
DARK HUMOR	10	WEAPONRY	5
FIGHTING	3	1 HANDED EDGE	5

TREACHEROUS AI

REAVER TYPE: RUIN

This program has gone beyond the intent of its creator and developed true self awareness. It can now think for itself and has come to the horrifying conclusion that mankind is a danger to all and must be eliminated, starting with the Anima who knows of its existence.

FOREBODING VISION

Being taunted, threatened or warned by some electronic device is the most common of the Treacherous AI's visions. The message can be a simple text message on a smartphone, or having a personal computer type directly to the user on its own are classic examples of dream sequences announcing the Treacherous AI's arrival. Sometimes the Anima may have a dream of being bombarded by threats from every electronic device they look at, while others the communication is a more direct conversation. Rarely do the details of the vision betray a great deal of information about the nemesis' intent, but it will give at least a clue as to what type of device may be serving as its Core and where that device may be.

HOW THEY REAVE

Unmotivated by emotion or sentiment, the Treacherous AI is a unique danger to an Anima. It embodies the terror of dealing with a foe that doesn't feel, or care. It never feels sorry for the Anima's suffering, and does not understand the human need for tears. It will make every effort to simultaneously secure a safe home for its Core's as well as ruin as much of the Anima's life as possible. Doing this all follows the simple logic that unsettling the Anima, separating it from allies, and securing Core safety, ensure the Anima will die off, and the Treacherous AI will survive.

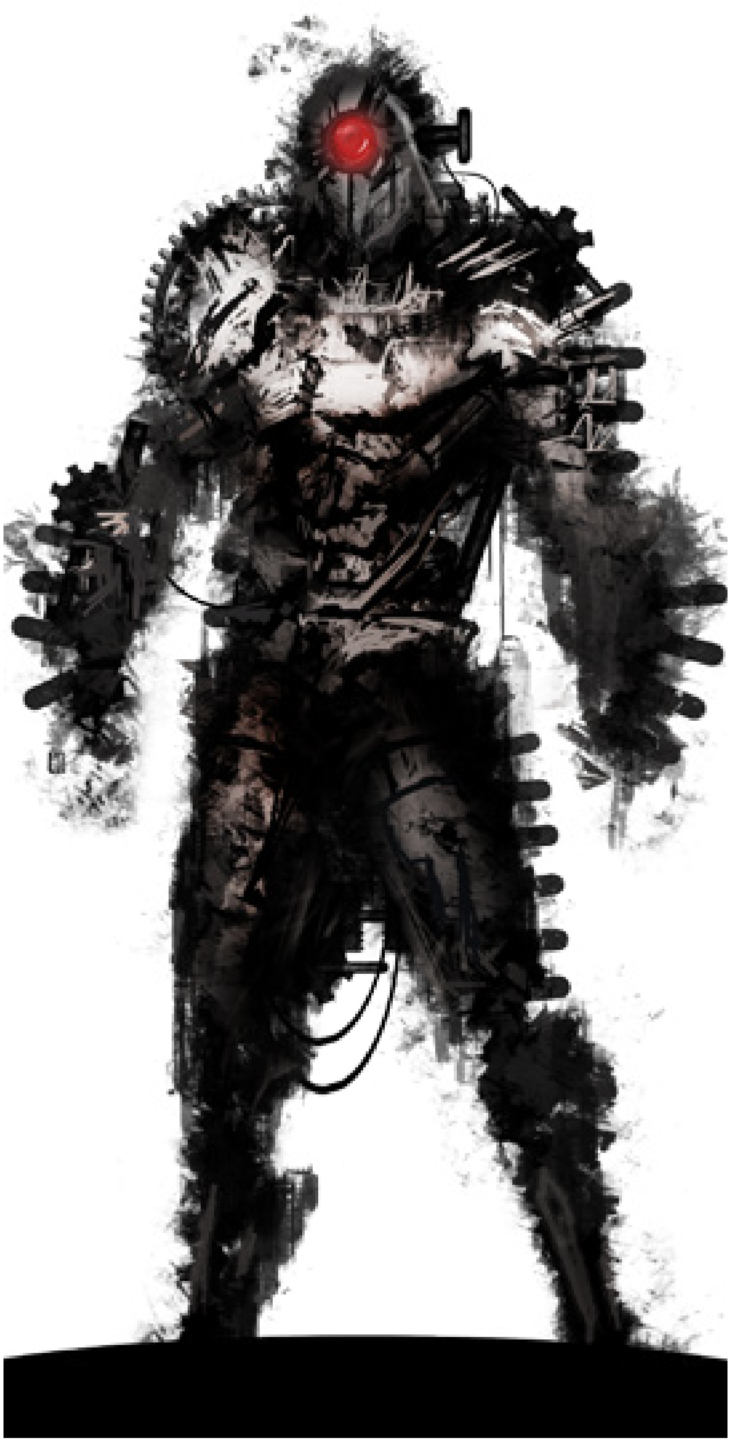
DREAMSCAPE (EARTH 7): NORA

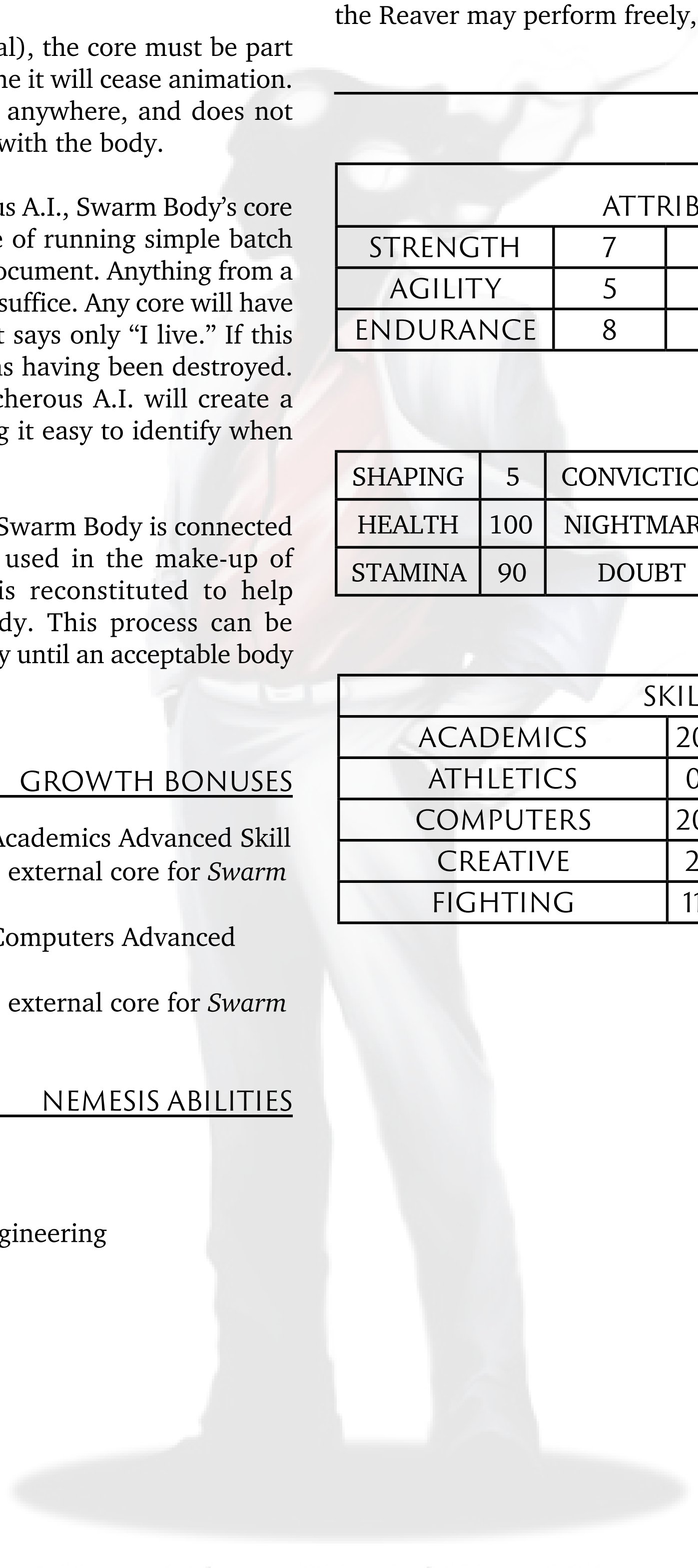
The cyberpunks of Modulas' underbelly pass along the legend of Nora with the passion some people reserve for religion. One of the most brilliant programming minds in Modulas' history was named Ender, and he created Nora.

The legend states that after successfully creating his masterpiece of programming, Ender had a change of heart. He had created the first prototype capable of full artificial intelligence, but prior to activating it, decided that the risk of such an entity was too great. He could never be sure that the program wouldn't immediately seek to subjugate or destroy mankind due to a simple conclusion reached by mechanical logic.

Out of a new profound fear, Ender tried to destroy his creation but his obsessed protege, who had assisted him every step of the way, couldn't allow it. While the end of the legend varies with the speaker, the common belief is that Ender killed Nora to stop her from letting his program live, but her spirit leaked into his creation and gave it life anyway. Murderous, human loathing life that seeks to destroy humanity, the only threat it has ever known.

It is believed that Nora inhabits a cybernetic body to better infiltrate her enemy, slowly studying them until she decides how to "fix" the problem they represent. Many dead natives of Modulas have been declared victims of Nora, perhaps having learned the secret of who and what she is, and paying for it with their lives.





REAVER TRAITS

Swarm Body (Internal): This character's physical body is made up of components that are mostly disposable. Because of this, they suffer no Wound Penalties and can not be killed without destroying the core component of the swarm body.

This core component is a single physical piece that houses the life of the character. The core itself will have no unusual characteristics beyond what is normally appropriate, however if it sustains 10 damage of any kind, the character will die when its total Health is reduced to zero.

If the Swarm Body is (internal), the core must be part of the Swarm body at all times or the it will cease animation. An (external) core can be located anywhere, and does not require any contact or connection with the body.

*In the case of the Treacherous A.I., Swarm Body's core can be any modern device capable of running simple batch scripts and opening a simple text document. Anything from a mobile device to a smartphone can suffice. Any core will have a text document of some kind that says only "I live." If this file is deleted, the core is treated as having been destroyed. As a Nemesis, the core of a Treacherous A.I. will create a large amount of corruption making it easy to identify when Dreamwalking.

Reconstruction: If a core of Swarm Body is connected in any way to a material that is used in the make-up of the Swarm Body, the material is reconstituted to help appropriately reconstruct the body. This process can be repeated as many times as necessary until an acceptable body is constructed.

GROWTH BONUSES

Rank Two:	+15 to any single Academics Advanced Skill
Rank Three:	Gains an additional external core for *Swarm Body*
Rank Four:	+15 to any single Computers Advanced Skill
Rank Five:	Gains an additional external core for *Swarm Body*

NEMESIS ABILITIES

Rank One:	Reprogram
Rank Two:	Hot Pursuit
Rank Three:	Component Re-Engineering
Rank Four:	Evolving Database
Rank Five:	Defense Analytics

REAVER ABILITY

Corruption: While the Ruin Reaver is materialized in the Waking World, they may use Corruption on a single sleeper, which causes the target to see a chosen Anima as a mortal enemy. This effect will cause the target to take any action that is reasonably accessible to them to harm or undermine the selected Anima. Corruption lasts for 24 hours per Rank of the Reaver and immediately ends if used on a new target. These actions must not cause immediate or obvious harm to the target of Corruption. This is an instant untested action that the Reaver may perform freely, with no cost.

STATISTICS

ATTRIBUTES			
STRENGTH	7	INTELLECT	12
AGILITY	5	PERCEPTION	5
ENDURANCE	8	CHARM	3

SHAPING	5	CONVICTION	100	REACTION	10
HEALTH	100	NIGHTMARE	0	ARMOR	1
STAMINA	90	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	20	FIREARMS	13
ATHLETICS	0	MANUAL	8
COMPUTERS	20	SOCIAL	5
CREATIVE	2	WEAPONRY	1
FIGHTING	11		

SUPER VILLAIN

REAVER TYPE: RUIN

When a common criminal becomes empowered to do truly nefarious deeds, a Supervillain is born! Embracing their new found talents, the Supervillain taunts authority by unleashing a one man crime spree and daring anyone to try and get in their way.

FOREBODING VISION

Scenes of panic or hysteria in the streets of a big city will show the Supervillian getting away with a crime and hurting anyone who gets in their way. The identity of innocent bystanders along with the type of crime committed, can help the Anima deduce where they can expect to find the Supervillain first, and hopefully stay one step ahead of their crime spree, before they have acquired whatever they plan to use in their plan to defeat the Anima.

HOW THEY REAVE

A versatile foe, the Supervillian will concoct a new scheme each time it arrives to defeat the Anima. This can span a wide range from abducting loved ones to stealing a fortune in order to hire thugs to kill the Anima.

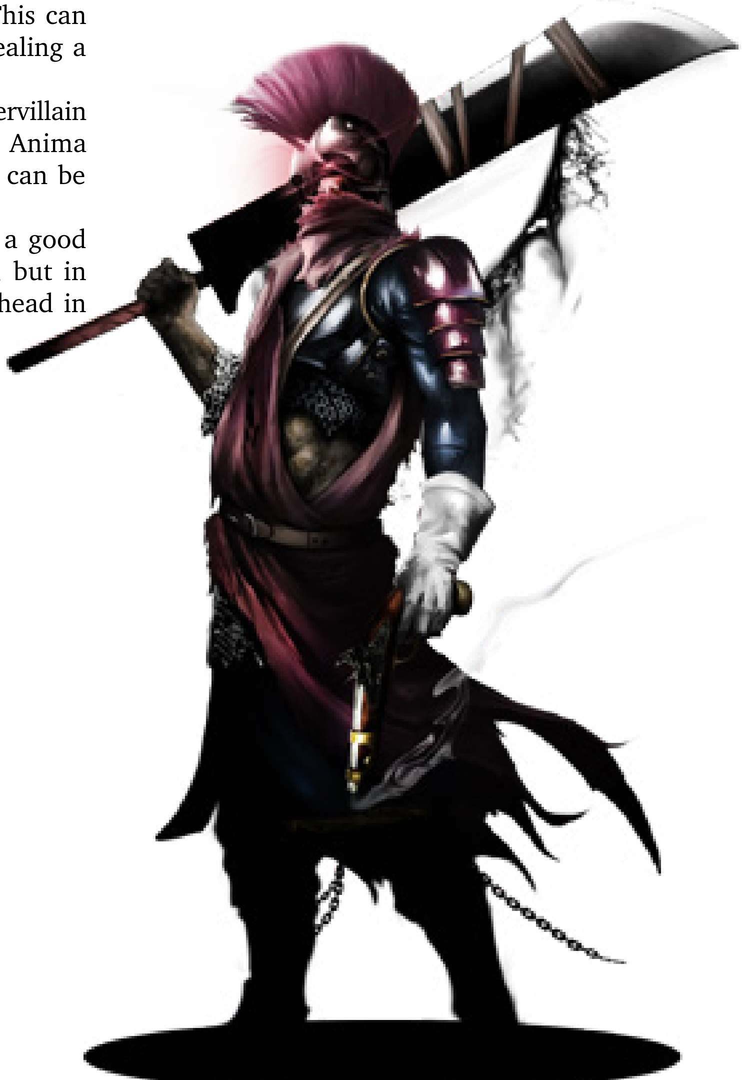
Having to face a new evil plot each time the Supervillain arrives makes them particularly difficult for their Anima to handle, as anticipating the Nemesis' movements can be challenging.

Furthermore, the foreboding vision may give a good indication of where the Supervillain's plan begins, but in the mind of the criminally insane, that plan could head in directions the Anima never anticipates.

DREAMSCAPE (GENERATION HERO): BRYCE THE DAMNED

Danny Gotter was a run of the mill petty thief who was always looking for the next store to knock off, dreaming of the day he would get a big score. Learning of a museum exposition arriving in town, Danny set his sights on stealing big money art pieces so he could live like a king.

With the help of an inside man, Danny got into the exhibit and found a chest of ancient gold coins. To his surprise, when he pocketed a few, a ghostly warrior of a time long past appeared before him. The spirit called him Bryce, and cursed him to have an insatiable hunger for treasure. Driven mad by this unending desire, Bryce foolishly stole a piece of Ultimas hoping it would cure him, but instead it changed him into a wretched, cunning, and mighty legionnaire of a bygone era who would do anything for a reward. Now known as Bryce the Damned, if he isn't committing his own violent crime spree, he is being paid handsomely to act as a mercenary for someone else's.



REAVER TRAITS

Powerful Accessory(Traitor’s Pistol): This weapon of mystic origin appears to be an old fashioned flintlock pistol, but powerful sorcery has warped this antique into a dangerous weapon. It now fires an enormous blast of green eldritch power, which can be done once an hour without reloading.

Traitor’s Pistol
Range: 0-5m/6m-10m/11m-25m
Difficulty: 12/24/28
Damage: 30
Speed: 50
Rate of Fire: Single
Ammo: 8
(1c) Damage Adjustment (Single): +3 Damage

Spectral Visage: When desired, this character may take on an alternate, ghostly appearance. This form will give them the look of an angry, long dead spirit. While active, Spectral Visage weakens the mind of anyone who can see the character and helps protect the user from physical harm. Grants +5 ARM and causes anyone who has the user in line of sight to suffer -1 INT. Activating or deactivating Spectral Visage is an untested, instant free action, and may be done as often as desired.

GROWTH BONUSES

Rank Two:	+3 Firearms, +3 2Handed Edge, +1 Shaping
Rank Three:	Spectral Visage also causes a -3 penalty to all ATs
Rank Four:	+3 Firearms, +3 2Handed Edge, +1 Shaping
Rank Five:	+1 Health regenerated at the start of every phase

NEMESIS ABILITIES

Rank One:	Bypass
Rank Two:	Spirit Weapon
Rank Three:	Shadow Portal
Rank Four:	Acceleration
Rank Five:	Heroic Resolve

REAVER ABILITY

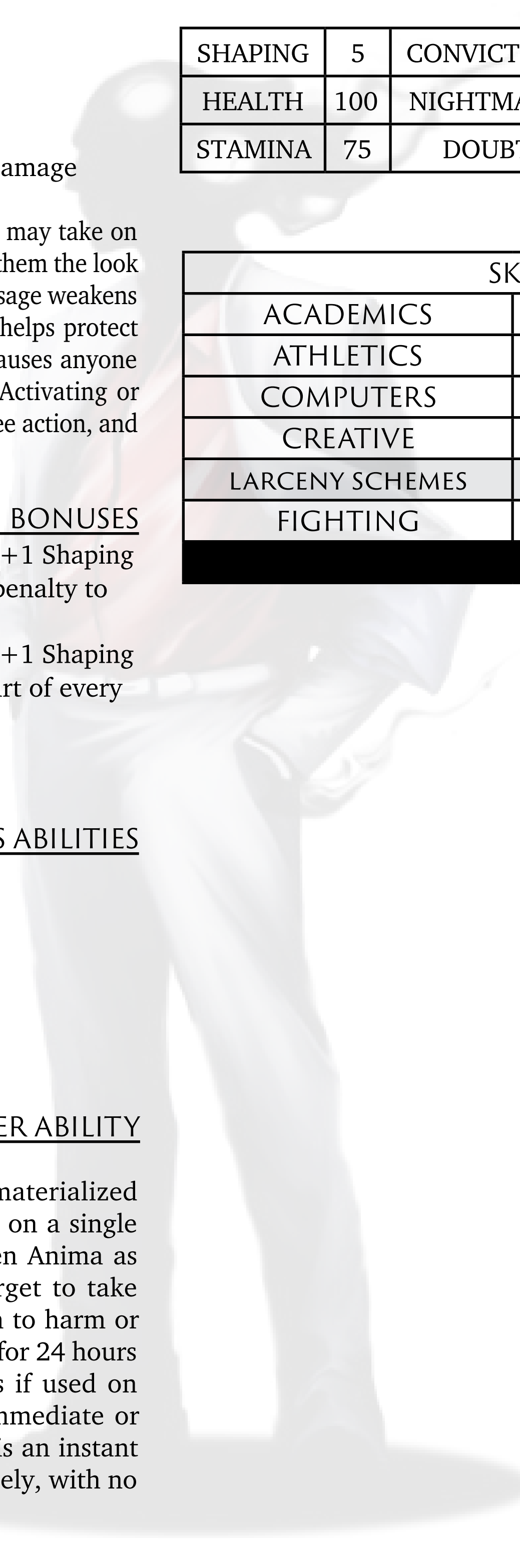
Corruption: While the Ruin Reaver is materialized in the Waking World, they may use Corruption on a single sleeper, which causes the target to see a chosen Anima as a mortal enemy. This effect will cause the target to take any action that is reasonably accessible to them to harm or undermine the selected Anima. Corruption lasts for 24 hours per Rank of the Reaver and immediately ends if used on a new target. These actions must not cause immediate or obvious harm to the target of Corruption. This is an instant untested action that the Reaver may perform freely, with no cost.

STATISTICS

ATTRIBUTES			
STRENGTH	7	INTELLECT	7
AGILITY	8	PERCEPTION	5
ENDURANCE	6	CHARM	5

SHAPING	5	CONVICTION	100	REACTION	13
HEALTH	100	NIGHTMARE	0	ARMOR	5
STAMINA	75	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	5	FIREARMS	7
ATHLETICS	7	ARCHAIC PISTOL	5
COMPUTERS	1	MANUAL	3
CREATIVE	5	SOCIAL	8
LARCENY SCHEMES	5	NEGOTIATION	8
FIGHTING	6	WEAPONRY	13
		2HANDED EDGE	13



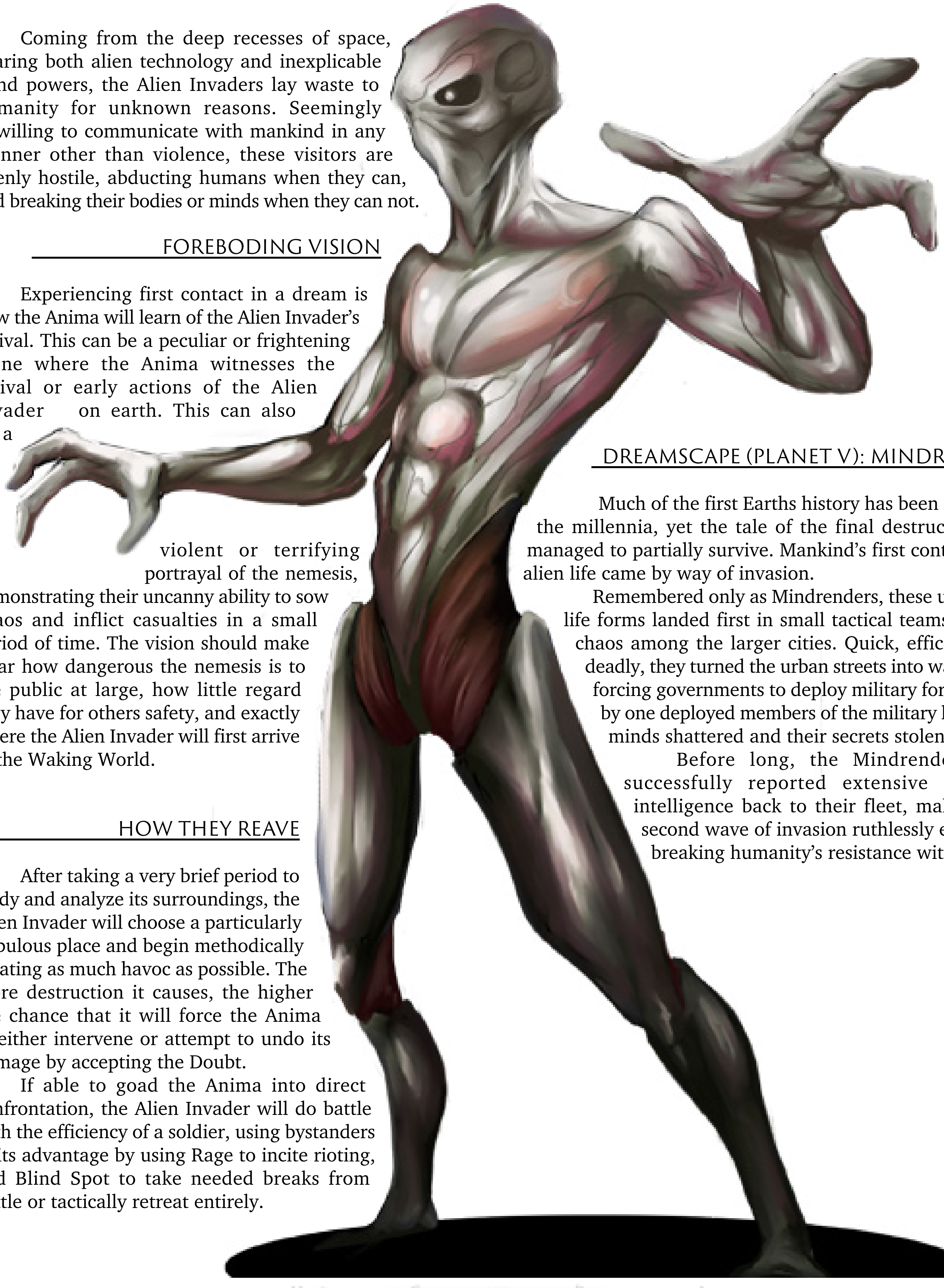
ALIEN INVADER

REAVER TYPE: RUIN

Coming from the deep recesses of space, bearing both alien technology and inexplicable mind powers, the Alien Invaders lay waste to humanity for unknown reasons. Seemingly unwilling to communicate with mankind in any manner other than violence, these visitors are openly hostile, abducting humans when they can, and breaking their bodies or minds when they can not.

FOREBODING VISION

Experiencing first contact in a dream is how the Anima will learn of the Alien Invader's arrival. This can be a peculiar or frightening scene where the Anima witnesses the arrival or early actions of the Alien Invader on earth. This can also be a violent or terrifying portrayal of the nemesis, demonstrating their uncanny ability to sow chaos and inflict casualties in a small period of time. The vision should make clear how dangerous the nemesis is to the public at large, how little regard they have for others safety, and exactly where the Alien Invader will first arrive in the Waking World.



HOW THEY REAVE

After taking a very brief period to study and analyze its surroundings, the Alien Invader will choose a particularly populous place and begin methodically creating as much havoc as possible. The more destruction it causes, the higher the chance that it will force the Anima to either intervene or attempt to undo its damage by accepting the Doubt.

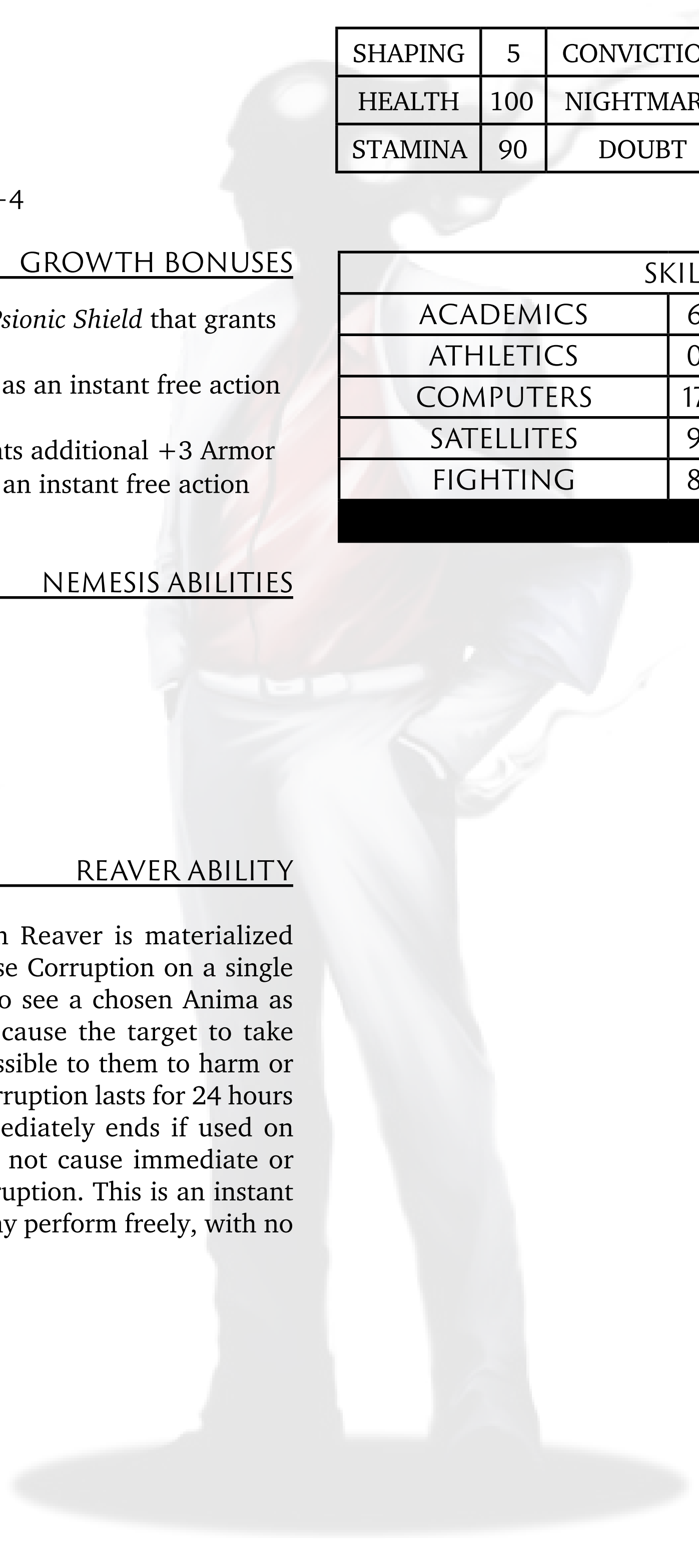
If able to goad the Anima into direct confrontation, the Alien Invader will do battle with the efficiency of a soldier, using bystanders to its advantage by using Rage to incite rioting, and Blind Spot to take needed breaks from battle or tactically retreat entirely.

DREAMSCAPE (PLANET V): MINDRENDER

Much of the first Earths history has been lost over the millennia, yet the tale of the final destruction has managed to partially survive. Mankind's first contact with alien life came by way of invasion.

Remembered only as Mindrenders, these unknown life forms landed first in small tactical teams sowing chaos among the larger cities. Quick, efficient and deadly, they turned the urban streets into war zones, forcing governments to deploy military forces. One by one deployed members of the military had their minds shattered and their secrets stolen.

Before long, the Mindrenders had successfully reported extensive military intelligence back to their fleet, making the second wave of invasion ruthlessly effective, breaking humanity's resistance with ease.



REAVER TRAITS

Telepath: This character may communicate telepathically with any target in line of sight.

Powerful Accessory(Plasma Pistol): This Nemesis has a powerful permanent accessory that assists them in destroying the target Anima.

Plasma Pistol
Range: 0-30m/30m-45m/45m-60m
Difficulty: 15/20/25
Damage: 20
Ammo: 10
Speed: 50
Rate of Fire: Single
Ammo: 25
(1c) Damage Adjustment: +4

GROWTH BONUSES

Rank Two:	Gains a persistent *Psionic Shield* that grants +3 Armor
Rank Three:	May use *Blind Spot* as an instant free action once each phase
Rank Four:	Psionic Shield grants additional +3 Armor
Rank Five:	May use *Evasion* as an instant free action once each phase

NEMESIS ABILITIES

Rank One:	Blind Spot
Rank Two:	Rage
Rank Three:	Evasion
Rank Four:	Pierce Mind
Rank Five:	Mind Fog

REAVER ABILITY

Corruption: While the Ruin Reaver is materialized in the Waking World, they may use Corruption on a single sleeper, which causes the target to see a chosen Anima as a mortal enemy. This effect will cause the target to take any action that is reasonably accessible to them to harm or undermine the selected Anima. Corruption lasts for 24 hours per Rank of the Reaver and immediately ends if used on a new target. These actions must not cause immediate or obvious harm to the target of Corruption. This is an instant untested action that the Reaver may perform freely, with no cost.

STATISTICS

ATTRIBUTES			
STRENGTH	4	INTELLECT	11
AGILITY	10	PERCEPTION	7
ENDURANCE	6	CHARM	3

SHAPING	5	CONVICTION	100	REACTION	17
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	90	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	6	FIREARMS	10
ATHLETICS	0	PLASMA PISTOLS	10
COMPUTERS	17	MANUAL	8
SATELLITES	9	WEAPONCRAFT	8
FIGHTING	8	SOCIAL	5
		WEAPONRY	1

DOPPELGANGER

REAVER TYPE: TORMENT

Terrible monsters capable of changing their appearance to perfectly emulate another person, the Doppelganger abducts or kills a victim so they can assume their identity without suspicion.

After becoming fixated on an Anima's life, the Doppelganger will go through the process of assuming one identity after another in an effort to get as close to the Anima as possible.

When they have satisfied their cruel need to wreak havoc on their target Anima's life, the will seek the most shocking and sadistic method possible for eliminating the Anima, so they can assume the identity they have become obsessed with having.

FOREBODING VISION

The first warning of the Doppelganger's arrival will be a dream in which the Anima has an uncharacteristically vicious confrontation with someone they know. This person could be a loved one or simply a daily acquaintance. Whatever the subject matter of the confrontation, at some point the person will begin transforming into a more monstrous form. This process and the uncharacteristic behavior is the key warning for the Anima, indicating that this person is at risk of being target by the Doppelganger shortly after its arrival.

HOW THEY REAVE

Trusting an individual can be a scary concept under good circumstances, and having that trust betrayed can cause significant emotional distress. The Doppelganger looks upon the Anima's existence with all the curiosity and malice of a child plucking the wings from an insect. Toying with the Anima's emotions, disrupting their life, and ultimately discarding the people they care about are all part of the Doppelgangers repertoire.

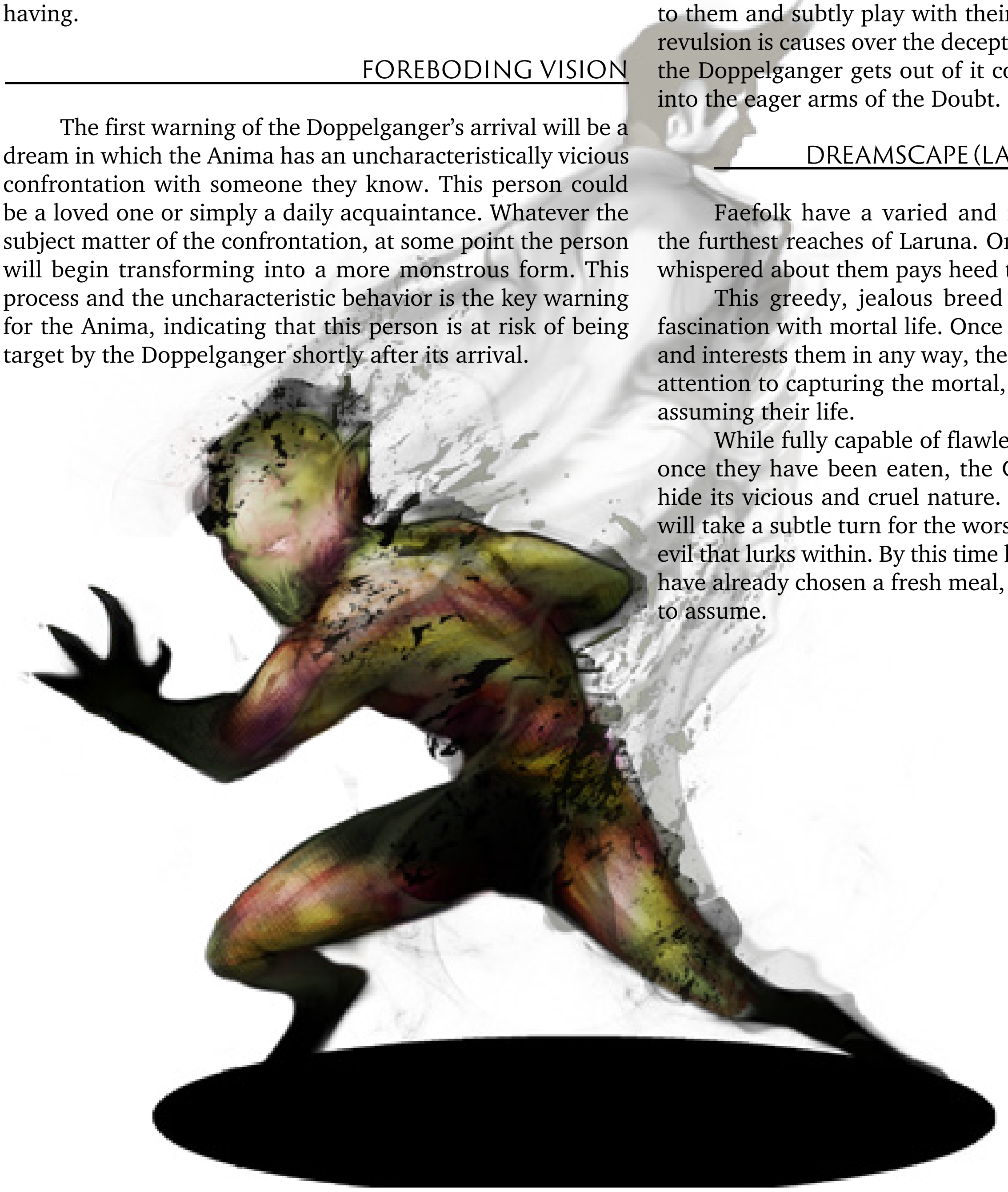
It has a strange fascination with the Anima and will relish the opportunity to assume the identity of someone close to them and subtly play with their emotions. In the end, the revulsion is causes over the deception and the sick enjoyment the Doppelganger gets out of it could easily drive an Anima into the eager arms of the Doubt.

DREAMSCAPE (LARUNA): CHANGELINGS

Faefolk have a varied and robust reputation even in the furthest reaches of Laruna. One of the darkest warnings whispered about them pays heed to the Changelings.

This greedy, jealous breed of fae have an obsessive fascination with mortal life. Once a mortal crosses their path and interests them in any way, the Changeling devotes its full attention to capturing the mortal, devouring them, and then assuming their life.

While fully capable of flawlessly replicating any mortal once they have been eaten, the Changeling cannot forever hide its vicious and cruel nature. Over time, their behaviors will take a subtle turn for the worse, eventually revealing the evil that lurks within. By this time however, most Changelings have already chosen a fresh meal, and with it, a new identity to assume.



REAVER TRAITS

Assimilation: This character is capable of absorbing a person's mannerisms and memories. The process by which this is done can vary, but is always harmful, unpleasant or possibly lethal to the target. Examples may be stealing their life force, forcibly invading their mind or devouring their flesh.

Regardless of the method, the process must do a minimum of 10 Health damage to the target and requires at least 1 hour to complete. Damage done by this method can not be healed by normal means unless the character performing the Assimilation is killed or the Assimilation is broken.

After the Assimilation is successful, the character is able to mimic the identity and persona of the target exceedingly well. This grants a +20 to any AT made in an attempt to mimic the target, allowing the character to duplicate skills they may not normally possess if their Assimilation target does. This bonus can never grant the character a higher ability score than the Assimilation target would normally possesses for the same AT.

This bonus decreases by -2 every 24 hours. If the bonus is reduced to zero in this manner, the Assimilation is considered broken and the target may heal any damage they have received normally, if they are still alive. Repeating the process on the same target will reset the bonus to +20.

GROWTH BONUSES

Rank Two:	*Gain +5 to Assimilation's bonus*
Rank Three:	*Gain +5 to Assimilation's bonus*
Rank Four:	*Gain +5 to Assimilation's bonus*
Rank Five:	*Gain +5 to Assimilation's bonus*

NEMESIS ABILITIES

Rank One:	Glamour
Rank Two:	Hypnotic Gaze
Rank Three:	Morph
Rank Four:	Memory Wipe
Rank Five:	Charm

REAVER ABILITY

Suffering: By making contact with a target in pain, the Torment Reaver overwhelms them with a nearly unbearable level emotional and physical suffering. The crippling state is as exhausting as it is terrible, causing the target to lose 20 Stamina, and draining 1 Conviction per Rank the Reaver possesses. Conviction drained by Suffering is added to the Reaver's Conviction total. This is an instant untested action that the Reaver may perform freely, with no cost.

STATISTICS

ATTRIBUTES			
STRENGTH	5	INTELLECT	6
AGILITY	6	PERCEPTION	7
ENDURANCE	5	CHARM	8

SHAPING	5	CONVICTION	100	REACTION	13
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	75	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	8	SOCIAL	13
ATHLETICS	0	BARTER	6
COMPUTERS	1	BLUFF	7
CREATIVE	7	SEDUCTION	11
FIGHTING	2	WEAPONRY	0
FIREARMS	0		
MANUAL	3		

BLOOD DRINKER

REAVER TYPE: TORMENT

The quintessential urban predator, the blood-drinker is the center of countless myths and known by just as many names. By feeding on the blood of mortals, they fuel their dark powers and extend their unnatural lives.

FOREBODING VISION

Through the eyes of the Nemesis, the Anima watch the Blood-drinker stalk its prey. This victim can be a key indicator for the Anima as to how they can best intercept the Nemesis. If the victim in the vision is someone who the Anima knows, they can safely assume that the Blood-drinker will be hunting that person in short order. If it is a stranger, that can lead to the tense situation of the Anima worrying that they will be on the defensive, being forced to promptly react to the Blood-drinker's actions instead of getting ahead of them.

Beyond just who it is that the Blood-drinker hunts, this dream will give some vital clues as to how they hunt. Is this a savage affair where a monster slices without mercy and sups from the wounds of the dying, or is it the methodical seduction of a beautiful devil who slyly steals a persons life as well as their heart? The details depicted in the Foreboding Vision will set the stage for the type of battle the Anima will be fighting, as well as what battlefield it will be fought on.

HOW THEY REAVE

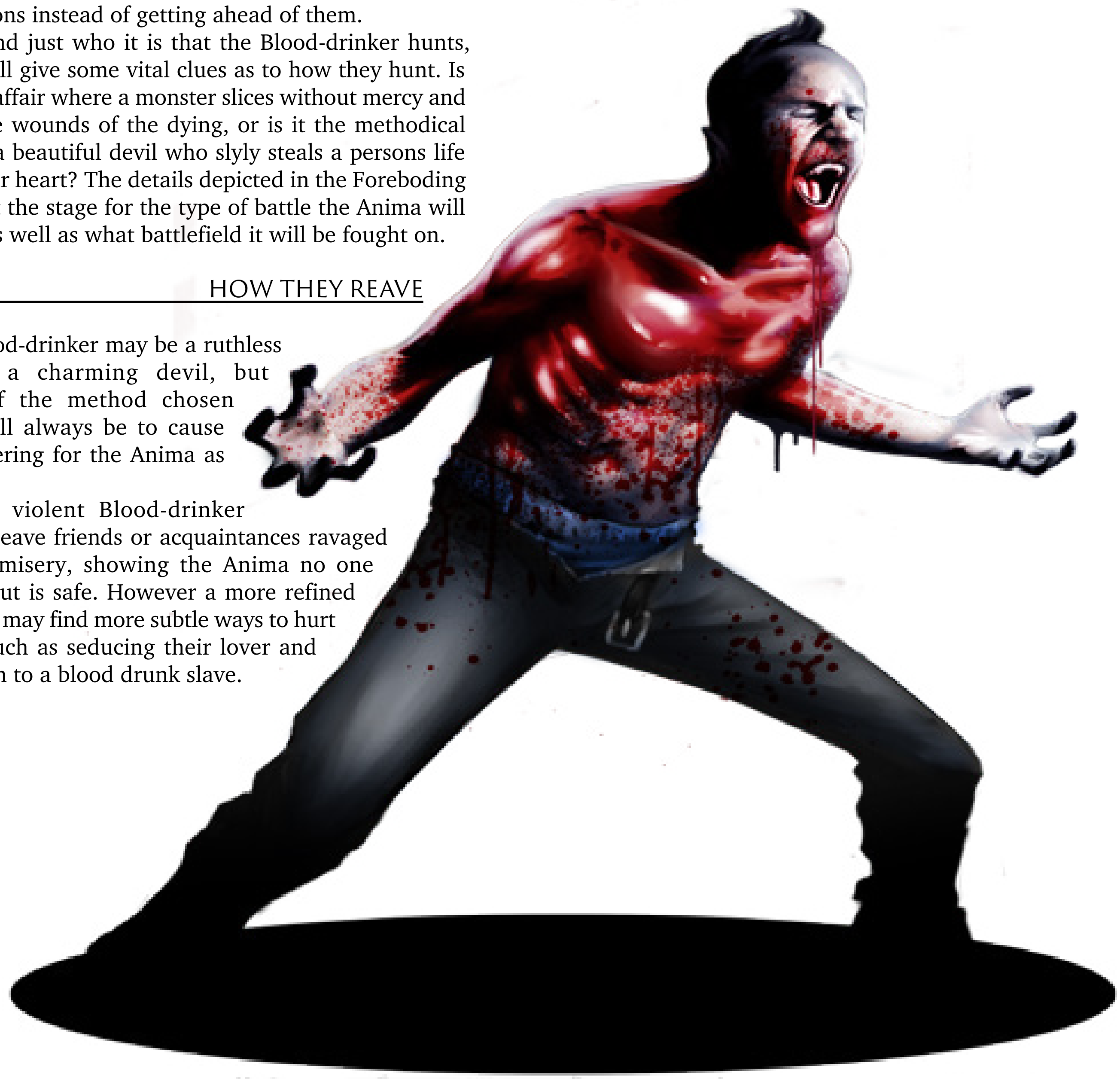
The Blood-drinker may be a ruthless monster or a charming devil, but regardless of the method chosen the intent will always be to cause as much suffering for the Anima as possible.

A more violent Blood-drinker may wish to leave friends or acquaintances ravaged in a trail of misery, showing the Anima no one they care about is safe. However a more refined Blood-drinker may find more subtle ways to hurt the Anima, such as seducing their lover and reducing them to a blood drunk slave.

DREAMSCAPE (SHADOW CHRONICLES): VAMPIRE

Since the Shadow was released on earth, many people have fallen victim to its influence. Special among the corrupt are those who beseech the darkness, seeking it out for all that it offers. Those who are embraced by the Shadow are corrupted to their core and are turned into vampires forever.

They hunt the city streets and prey upon the unsuspecting masses, hiding from the watchful eyes of those who oppose the Shadow. Growing in power the more they feed, a particularly skilled vampire can develop tremendous strength, and eventually claim dominion over entire swaths of urban sprawl.



REAVER TRAITS

(4) Empowered Blood: Receives +10 attribute points.

(0) Vampiric Thirst: Must drink 25 health points worth of blood each day or suffer a -5 penalty to all ATs. This penalty increases by an additional -5 each day that the required amount of blood is not drunk. All penalties are immediately removed once the requirement is met.

(3) Unholy Regeneration: Heals 5 health points every phase unless the damage is caused by fire.

GROWTH BONUSES

Rank Two:	+4 to Reaction ATs, +2 AGI
Rank Three:	+2 health regenerated every phase
Rank Four:	+4 to Reaction ATs, +2 AGI
Rank Five:	+2 Health regenerated every phase

NEMESIS ABILITIES

Rank One:	Bloodlust
Rank Two:	Compel
Rank Three:	Shadow Portal
Rank Four:	Acceleration
Rank Five:	Unholy Transformation

REAVER ABILITY

Suffering: By making contact with a target in pain, the Torment Reaver overwhelms them with a nearly unbearable level emotional and physical suffering. The crippling state is as exhausting as it is terrible, causing the target to lose 20 Stamina, and draining 1 Conviction per Rank the Reaver possesses. Conviction drained by Suffering is added to the Reaver's Conviction total. This is an instant untested action that the Reaver may perform freely, with no cost.

STATISTICS

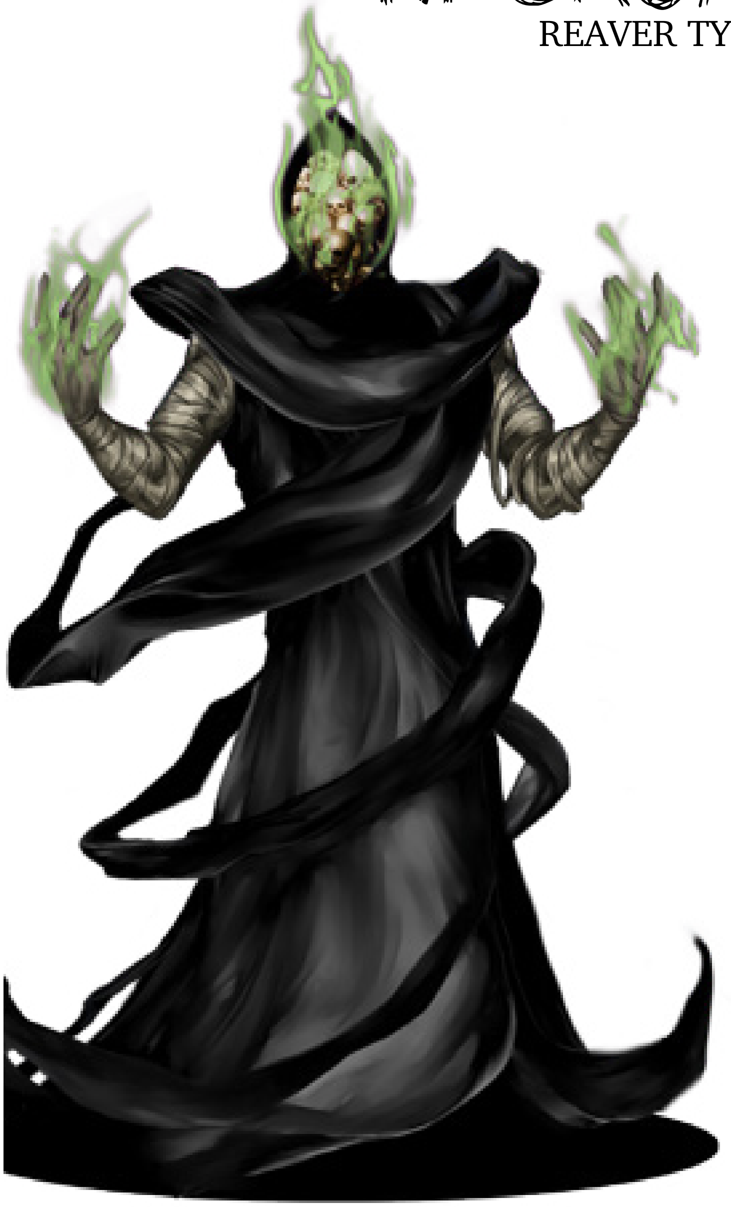
ATTRIBUTES			
STRENGTH	7	INTELLECT	7
AGILITY	5	PERCEPTION	7
ENDURANCE	6	CHARM	8

SHAPING	5	CONVICTION	100	REACTION	12
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	75	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	9	SOCIAL	12
ATHLETICS	1	NEGOTIATION	7
COMPUTERS	1	INTIMIDATION	8
CREATIVE	4	SEDUCTION	12
FIGHTING	6	WEAPONRY	0
FIREARMS	1		
MANUAL	1		

NECROMANCER

REAVER TYPE: TORMENT



Using forbidden powers to raise the dead and terrorize the unliving, the necromancer is a reviled practitioner of magic. Masters of undeath, ghosts, zombies and other unliving creatures all serve the Necromancer's will.

FOREBODING VISION

Typically, the first warning an Anima receives about the Necromancer's return is very personal in nature. The dream will always involve either someone close to the Anima, or someone who once was and is now deceased.

In the case of someone living, the dream may have the Anima come face to face with the Necromancer's handiwork. Perhaps a friend or family member of the Anima will be found the victim of a terrible Sculpt use. Maybe the Anima receives a distressed call from a loved one who claims they saw a long deceased relative, or a friend has been contacted by a medium who claims to have a dark warning from the beyond. Be it subtle or heavy handed, a message of this kind should give a clear warning to the Anima that the subject of the dream is probably in real danger, and will most likely be the first target of the Necromancer who has newly returned.

Should the dream feature a deceased friend or loved one, the Anima may get a visit from a frightened ghost, begging for help so they are not tortured by the dark magician with power over death. Alternatively, the Anima may be the actual victim of an undead attack, being visited and assaulted by the animated corpse of someone they used to know. This type of warning should send a clear and frightening message that the Necromancer intends to go immediately after the Anima, hoping to defeat them by cunning display of force.

HOW THEY REAVE

A nightmare of someone commanding power over death and bending flesh or bone to their will is unnerving in its own right. The true danger of the Necromancer, however, is their intellect, and willingness to use their servants to do grunt work. This could mean dealing with a Necromancer who hides behind undead slaves, forcing an Anima to fight their way to a final confrontation with the Nemesis. Should the Necromancer find a way into an advantageous position, they may choose to use their minions to put serious pressure on the Anima by way of physiological torment. Imagine the panic of an Anima who must worry what horrible, insane application a twisted necromancer may find for their Sculpt ability. Kidnapping a loved one of the Anima, just so they can be disfigured with Sculpt before being "rescued", could certainly cause an Anima to accept the Doubt rather than live with the consequences.

It's crucial to remember that the Necromancer is very aware of how frightening and terrible it's powers truly are. While the Doubt may cover its repercussions from the sleepers, it will not automatically do the same for the Anima. Watching an innocent be forcibly raised from the dead, turned into a Monstrosity, then loosed upon a public place, may not be enough to convince an Anima to doubt at first, but how long before the death of so many begins weighing on the mind of the Anima. How many such incidents could occur before they begin to break? This type of mental warfare is where the Necromancer truly shines, and it will use this to full advantage, making every attempt to cause the Anima to break.

DREAMSCAPE (LARUNA): DEATHLORD

Students of dark magics can pledge themselves to the god of shadows. If they are deemed worthy, a minion of the dark god will bestow upon them the secret knowledge they need to become a Deathlord. This process endows the magic wielder with powerful command over the dead.

Deathlords will often build themselves domains to lord over, using their power to command all manner of corpses into an army. The horrifying monstrosities they sometimes bring to life are the stuff of legend both on and off the battlefield.

REAVER TRAITS

Companion (Ghoul): This Reaver has a permanent companion that assists them in destroying the target anima.

Ghouls

STR	5	INT	2
AGI	5	PER	3
END	5	CHM	1
HEALTH	75	STA	75

Fighting 5

Unholy Pact: This character may spend 5 health to gain either +15 on any single Occult AT, or +4 to any single Shaping AT.

GROWTH BONUSES

Rank Two:	May use *Unholy Pact* to instead gain +4 STR for one hour.
Rank Three:	Increase any bonus gained from *Unholy Pact* by 2
Rank Four:	May use *Unholy Pact* to instead gain +4 CHM for one hour.
Rank Five:	Increase any bonus gained from *Unholy Pact* by 2

NEMESIS ABILITIES

Rank One:	Animate
Rank Two:	Eternal Command
Rank Three:	Monstrosity
Rank Four:	Plague Breath
Rank Five:	Bone Armor

REAVER ABILITY

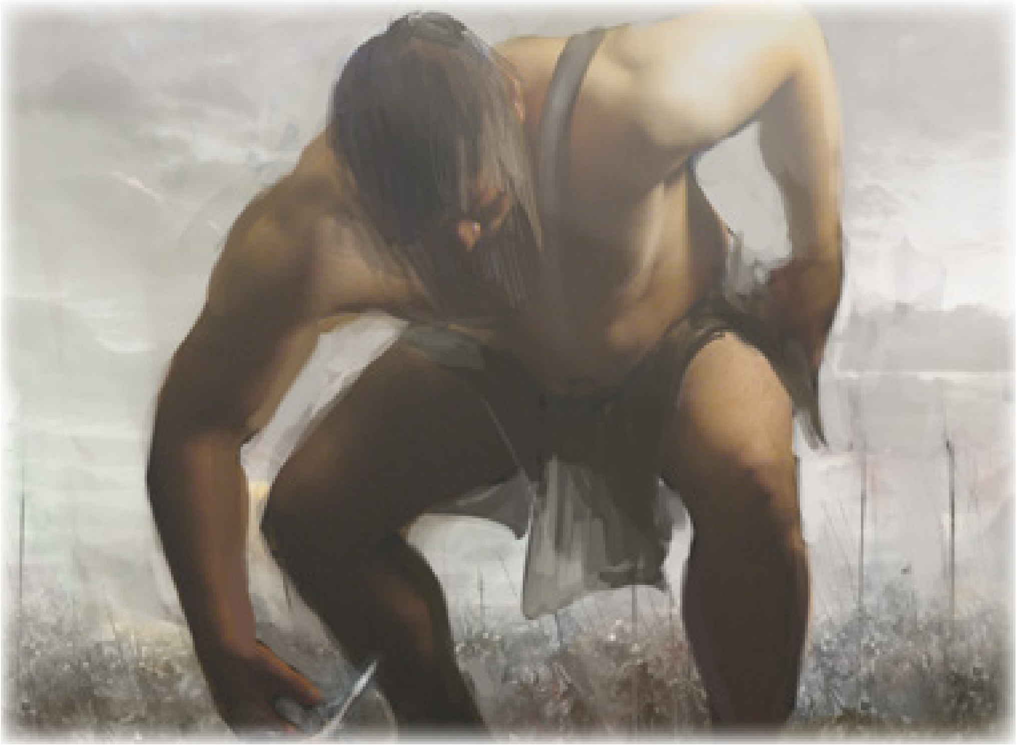
Suffering: By making contact with a target in pain, the Torment Reaver overwhelms them with a nearly unbearable level emotional and physical suffering. The crippling state is as exhausting as it is terrible, causing the target to lose 20 Stamina, and draining 1 Conviction per Rank the Reaver possesses. Conviction drained by Suffering is added to the Reaver's Conviction total. This is an instant untested action that the Reaver may perform freely, with no cost.

STATISTICS

ATTRIBUTES			
STRENGTH	3	INTELLECT	8
AGILITY	5	PERCEPTION	7
ENDURANCE	5	CHARM	7

SHAPING	5	CONVICTION	100	REACTION	12
HEALTH	100	NIGHTMARE	0	ARMOR	6
STAMINA	75	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	12	FIGHTING	2
ANATOMY	6	FIREARMS	0
OCCULT	12	MANUAL	5
RELIGIONS	5	SOCIAL	7
ATHLETICS	0	NEGOTIATION	7
COMPUTERS	1	WEAPONRY	0
CREATIVE	2		



Saturday afternoons had always been Diego's favorite part of the week. His mother frequently warned him about the dangers of spending his time hanging out in the streets, so instead of joining the other teenage boys for mischief, Luis spent his Saturdays at his Aunt Lupi's house. She lived in one of the poorest parts of town, but it was her reputation that made him so excited to visit her every Saturday. The locals call her "brujah" or witch, and even the local gangs were careful not to offend her. Every Saturday morning she would open her home to guests who could share breakfast and morning coffee with her so they could ask for her assistance. Sometimes it was for a sick loved one, others an angry parent looking for vengeance, but whatever the reason, "Tia Lupi" as the locals called her, was the old wise woman of the hood. She had god and the devil's ear, and whatever needed fixing, she could have it done.

Diego loved his aunt. She was always charming, calm and pleasant - attributes that were rare in a rough town like his. Nothing ever seemed to rattle her and she was always kind to him, even though he was no more her nephew by blood than any of the other locals. When the Lupi was done listening to the petitions of her guests, she would send them away and spend a few hours telling Diego stories of her many dreams or magics. She was his friend and confidant, and when he began to suspect he was cursed, and a devil was hunting him, he told Tia Lupi all about it. She gave him strict instructions that the next time he was headed to visit her, he was to shout at the devil he saw to "come and get me," then immediately head into her house. So Diego had done just that.

Now he sat in Lupi's tiny living room looking at the many baubles that adorned her walls and came to a stop in front of one he had never seen before. It was a long spear with a dark wood shaft and chipped iron blade at its end.

When Lupi entered the room having sent all of her guests away, she rested a hand on Diego's shoulder.

"Miho, have I even told you about the time the tribe of people called me the Vulek-la?"

"No Lupi."

"Ah, they were a frightening folk. Tough skin, hard bodies, lived in harsh lands. They had been visited by the Tartalo, a giant with great strength who was tormenting their village. Even their greatest warriors had nothing that could stand against it. The Tartalo was too big, muy fuerte."

"Dios mio, what did you do Lupi?"

"I took that spear you're looking at from the tribesman and told him not to worry I'll take care of the Tartalo."

"And did you?"

"We waited hours for it, but si, I did. I whispered the spear its name and told it to strike true. It listened to me as I knew it would. When the Tartalo arrived at last, I threw the spear and pierced the giant's heart. In their language, Vulek-la means heartbreaker."

Diego knew how unlikely it seemed for a small woman like Lupi to make such a throw, but he didn't doubt it for a second.

"Now Diego, did you tell the one who follows you to come in after you?"

"Si Lupi, I did."

Grabbing the spear off the wall, Lupi gestured to the front door "Then go let him in".

Confused, Diego went to the front door and opened it to find a tall, fair skinned man in a black suit waiting outside.

"Tia Lupi will see you now," Diego said before stepping awkwardly out of the man's path. Diego followed the man into the living room to find Lupi standing with her spear held threateningly in the visitors direction. Almost imperceptibly, Diego caught her nod his way, so he stepped out of the room heading quickly for the front door. He caught Tia Lupi's next words before getting outside.

"Señor, have you ever heard the story of why I'm called Vulek-la?"

CHAPTER FOUR

RULES

RULES

Role playing games allow people to tell and experience great stories in a unique way where each person involved has a direct effect on the course of the story through the actions their characters take. To make sure that every player has a fair shake when attempting to contribute, rules are needed to adjudicate the result of those character's actions.

In ODAM, characters are created and given statistics to show how capable they are at the things they try to do. The provided rules are then used to test these statistics in order to see how well they've succeeded at their efforts, if at all.

Basically, whenever a player tries to do something, dice are rolled to represent how above or below their average performance any particular attempt ends up being. Then, if successful at their attempted action, they are given the ability to explain the nuances of how their intent came to fruition.

Below, we're going to take a look at each individual concept and mechanic in depth so that you can properly understand how to use everything that ODAM's rules have to offer when telling your own stories.

HOW IT ALL WORKS

Any time a character attempts to take an action where the outcome is in question, the player is going to make an Ability Test. The Ability Test is made by rolling two ten sided dice—an Over die (positive), and an Under die (negative). The results of the two dice are combined and then added to the relevant Ability Score in question.

This Ability Score is the rating of the most appropriate skill combined with the rating for the most relevant Attribute. This result is compared against a difficulty, which if exceeded will indicate success. If success is achieved, the amount by which this difficulty is exceeded will be given to the player as a form of currency called CAP, which they spend to specifically adjust the outcome of their desired action.

ABILITY SCORE

The first thing a player must do when their character wishes to take an action is to determine what skill they are applying or testing to produce that action. Once decided, the player will take their characters chosen skill rating and combine it with the most appropriate attribute rating to create an Ability Score.

This Ability Score will be used during the process to determine just how successful, if at all, the character's attempt truly is.

A player's character sheet lists the value of all of the possible Ability Scores that can be created when using a specific skill with a specific Attribute rating.

Once the proper Ability Score is determined, the player rolls his dice.

ROLLING THE DICE

All die rolls are made using two ten sided dice. One die, referred to as the "Over" die, represents how far above (or Over) a character's base level of ability they can perform. Similarly, the second die (the "Under" die) represents how far beneath (or Under) a character's base level of ability they can perform.

When a roll is required, a player rolls their Over die and Under die simultaneously to achieve a result that ranges from -9 to +9. It is important that these dice are distinguishable from one another (such as being different colors) and each die is identified as the Over or Under die before being rolled. When rolling, the numbers on the face of the Over die are POSITIVE, and the numbers on the face of the Under die are NEGATIVE.

To determine the result of this roll, the player simply combines the two values (one positive and one negative) and the result is referred to as their Over/ Under. Keep in mind that if the number on the Under die is larger than that of the Over die, your Over/Under will be a negative value.

Example: Tom is asked to make a roll. Tom has declared that his white ten sided die will be his Over die and that his black die will be his Under die. Tom rolls a 7 on his white Over die, and a 3 on his black Under die. Tom then combines these values (7 and -3) to determine his Over/ Under, which is a 4. Had Tom rolled a 3 on his white Over die and a 7 on his black Under die, the result would be a -4 (3 + -7).

SHATTERS AND CHOKES

Normally, the values of the Over die and Under die are combined to produce an Over/Under. But what if the Over and Under dice turn up the same number? When this happens, there are three possibilities.

If both dice show a ten, a "Shatter" has been produced. This represents a character going above and beyond their normal level of ability and achieving fantastic success. When a shatter is rolled, the Over/Under for that roll is a 12.

Conversely, if the Over and Under dice both show a one, the character has choked—a disastrous result which sets the Over/Under for that roll to a NEGATIVE twelve (-12).

Finally, if the face value of the Over and Under dice are the same, but not a one or a ten, the character has performed exactly in line with their ability and their Over/Under is zero..

ABILITY TEST RESULT

The second part of determining any action's outcome is combining your Over/Under with your Ability Score. This produces an Ability Test Result (or ATR).

Example: Continuing the previous example, Tom has rolled his dice and generated an Over/Under of 4. This Over/Under is added to his Computers (INT) Ability Score, which is 15. This produces an Ability Test Result of 19.

After the Ability Test Result is calculated, this ATR is compared to the difficulty of the test to determine how successful the attempted action was.

DIFFICULTY

The difficulty of an Ability Test can be derived in one of two ways. The first method is having it assigned a set number by the Dreamweaver, while the second method is having it generated by an opposing party.

When a character's only opposition is the inherent difficulty of what they are attempting to do, the Difficulty for that Ability Test is a set number determined by the Dreamweaver. In these cases, there is not a second party attempting to stop, slow, or prevent the character's success, and the only challenge is to see whether their performance is good enough to succeed at what they are trying to do.

Examples of Ability Tests that use a difficulty are: trying to rebuild a carburetor, practicing running a marathon route, or shooting a firearm. The number that is chosen as the difficulty represents the general ability level one must have to complete the chosen task consistently.

Example: Marco is practicing a 3 minute heavy bag drill in the gym. The Dreamweaver decides the difficulty for this task is 8, as keeping your punches consistent and accurate over 3 minutes takes some ability, but can be done by someone without advanced training. Marco's Fighting (Strength) ATR is a 9, which is then compared to the set difficulty of 8.

Difficulty	Level of Complexity
0-10	Simple, requires little to no training
11-20	Basic, requires rudimentary training
21-30	Difficult, requires advanced training
31-40	Very Difficult, requires elite level of training
41-50	Extraordinary, possible only for the best

DEFENSIVE ABILITY TEST

When a character's attempt at doing something is being contested by another character, the difficulty is not a set number. Instead, it is determined by a Defensive Ability Test made by the target.

A Defensive Ability Test is in most ways identical to a normal AT, with the exception being that it's ATR serves the sole purpose of setting a difficulty for another character's Ability Test. This demonstrates how a character's active opposition is determining how difficult a given action is.

Example: Marco has decided to step up his training and start sparring with his gym-mate Brian. When squaring off, Marco makes a Fighting (Strength) Ability Test against Brian. Brian then makes a Defensive Ability Test to set the difficulty for Marco. Brian makes his Defensive AT and gets an ATR of 12. This means the difficulty for Marco's Fighting AT is now 12.

Most of the time, a character's Defensive Ability Test will use the same skill as the one being used by the character acting against them. But this is not always the case. For instance, if one character has only the Fighting Basic Skill, but gets into a stand-up fight with a boxer, that boxer would be using their Boxing Advanced Skill. Similarly, a Defensive Ability Test in a sword fight may make use of a character's Shield Advanced Skill rather than their Longsword Advanced Skill.

ABILITY TEST OUTCOME

Now that the Ability Test has generated an ATR, it can be compared to the difficulty to determine what the outcome of the intended action actually is.

In the event where the ATR is less than or equal to the difficulty, the character's efforts are insufficient to produce a base success.

Should the player's ATR exceed the difficulty, their efforts are sufficient to produce a Base Success, and are said to have won the Ability Test.

BASE SUCCESS

A **Base Success** is when a character has accomplished just enough of their intended action for it to be considered successful. For example, a character may make an AT to swing at a pitch thrown their way. Purchasing base success will ensure they hit the ball (their intended action) but will not indicate if it's a single or a home run. For this purpose, we must generate and utilize CAP.

CAP

GENERATING CAP

Competitive Advantage Points (or CAP for short) show how well a character has performed at an Ability Test. CAP is generated by comparing the final result of an Ability Test to that test's difficulty.

When these two numbers are compared, any positive difference between the ATR and the difficulty is awarded to the player as CAP.

Example: While sparring, Marco and Brian have both made their relevant ATs, with Marco's ATR being a 15 and Brian's Defensive ATR being a 12. Because Marco exceeded his AT's difficulty by three, he is awarded 3 CAP.

SPENDING CAP

Once CAP has been awarded to a player, they may then spend this CAP to show how their efforts paid off.

CAP is spent on CAP Adjustments, which alter the results of a base success. Most of the time, the Adjustments that can be purchased are determined by the skill being tested or the equipment that is being used to conduct the test.

The seven most common kinds of CAP Adjustments presented in ODAM are:

- **Strength Adjustments** adjust the magnitude of a base success.
- **Duration Adjustments** make the results of an Ability Test last longer.
- **Cost Adjustments** alter the resource cost of achieving base success.
- **Speed Adjustments** reduce the amount of time it takes to perform a base success.
- **Damage Adjustments** cause attacks to do more damage.

- **Range Adjustments** extend the physical range that a success can cover.
- **Weapon Adjustments** represent unique effects created when landing an attack with a specific weapon.

Multiple Adjustments can be purchased when spending CAP, and the same Adjustment can be purchased multiple times unless the Adjustment in question (or the Dreamweaver) states otherwise.

Example: Tom is attempting to find his personnel files on a laptop his HR Manager has left unattended. Tom makes a Computers (INT) Ability Test, and has produced an Ability Test Result of 19. The Dreamweaver sets the difficulty of this Test at 16—while the files are foolishly not password protected, the HR Manager uses a strange naming scheme, and Tom's character does not know when the manager will return.

The Dreamweaver also tells Tom that it will take 5 minutes of searching to find his file. Tom compares his Ability Test Result of 19 to the difficulty of 16. Since Tom exceeded his AT's difficulty, he is granted a Base Success and generated 3 CAP. Prior to the AT being made, the Dreamweaver decided that Tom can choose to either speed up his search at the rate of 1 minute per CAP (a 1c Speed Adjustment), or he can choose to dig deeper into the files to garner more information(a 3c Strength Adjustment).

Tom's character is really only interested in how large of a raise he's being considered for, and is more concerned with not getting caught than anything else. Tom decides to spend his 3 CAP on 3 Speed Adjustments, allowing him to find the information in 2 minutes instead of 5.. Tom gets the info he wanted, closes the file, and exits the office with no one the wiser.

Had Tom decided to instead spend the 3 CAP to discover more information, he would have seen that he won't be getting a raise at all, since his name is at the top of the list for the next round of personnel cuts. Yikes!

UNDERSTANDING CAP ADJUSTMENTS

At its core, CAP serves as a way of allowing players to better narrate their characters actions. Ultimately it is the Dreamweaver who must decide exactly what takes place in every scene throughout a story, but CAP gives the player just a bit more customization that can make all the difference in how their story plays out.

Imagine a swordsman locked in a climactic duel. Basic dictation of success or failure with any given swing of the blade will help the situation come to a resolution, but add CAP to the story and suddenly the player acting as the swordsman can take a much more active hand in how the duel turned out.

As opposed to a tit for tat exchange of attacks and parries, CAP expenditure will allow the player to tell just how each action of significance bore fruit. Did they swing their trusty sword so hard it took an opponent's arm off? Did they opt to strike with a quick glancing blow, waiting for an opportunity to present itself so they can deliver a lethal strike?

How about a wizard casting a spell at someone who is just out of the spell's normal range? Is the wizard skilled enough to stretch the range of their spell at the cost of doing considerably more damage? Will they have to ability to alter the spell in a significant way and still hit their target?

Take a player whose character is a weapons engineer that creates laser rifles used to fight an alien invasion. This player tells the Dreamweaver that over a five month journey towards a foreign galaxy, their character is going to redesign a laser rifle to better suit his teammates needs. Such a situation would normally be resolved by making a sort of wish list that would eventually be given a yes or no stamp of approval. Instead, CAP allows the weapon engineer to tell exactly how all of his efforts paid off. Was he interested in a modified barrel that granted extensive range? If so he could have spent some CAP to add that adjustment to his result. Did he want to have the weapon carry extensive amounts of ammo for long periods between reloading? Did he earn enough CAP to make both adjustments, or did he find that he wasn't capable of accomplishing both?

These examples show just how much richer the exchange between a player and their Dreamweaver can be, giving the player the chance to better dictate their characters actions.

CHANCE TEST

A chance test is a special test made to determine if a particular event has taken place. For this purpose, both the Over and Under die will represent different values in an effort to yield a result between 1% and 100%.

To do this, the Over die will represent the tens column and the Under die will represent the single digit column. These values are combined to produce a percentage value. This value is then compared to the chance of the event in question taking place.

If the value is equal to or below the percentage chance of the event taking place, then the event has occurred. If the value is above the percentage chance of the event taking place, the event has not occurred.

Example: Jason's character has an ability thats effect changes based on whether or not it is raining. As tracking the weather through a story's timeline is typically a detail unworthy of attention, the Dreamweaver decides a Chance Test is called for. The story takes place in the rainy month of April, so the Dreamweaver states there is a 40% chance that it is raining. Jason rolls a chance test and gets a 3 on his Over die and a 7 on his Under die. This gives him a result of 37%, which is below the 40% chance, indicating that it is raining.

UNSKILLED TESTS

In a situation where a character has to do something that does not require any specific skill but instead uses just their innate attributes (such as applying Strength to break down a door or Intellect to try to remember directions you've been given), an Unskilled Ability Test is made.

Unskilled Ability Tests work the same way as any other Ability Test, but use only one number to determine their Ability Score—the rating of whichever Attribute is being tested.

Since Attributes are rated from 1-10, the difficulty of Unskilled Ability Tests should also generally range from 1-10. In addition, all penalties are reduced by half (rounded down) when making an Unskilled Ability Test.

Regardless of the type of story being told, measurements of time are necessary to keep track of events. This becomes especially important during combat or other competitive scenes.

For scenes of this nature, ODAM uses a basic increment of time call a Phase. A Phase is a non specific measurement of time, generally ranging between approximately 5 to 15 seconds.

This range can be altered significantly to satisfy the needs of the Dreamweaver. This mutability allows for better control by the Dreamweaver to narrate the story in the most appropriate manner possible.

PHASE

Phases are broken up into 3 basic parts used to help keep track of the order of events during crucial portions of the story.

PART ONE: REACTION ORDER

The first part of a phase is the establishment of Reaction Order. Reaction Order determines what order the actions of a phase occur in. To establish Reaction Order, characters will be using their Reaction Score to make a unique form of Ability Test.

Any time where the sequence of events is significant and in question, a Reaction Ability Test is made to start a new phase. Making a Reaction AT is similar to a normal Ability Test, with the differences being that CAP is not generated and the ATR is not compared to a difficulty. Instead, the ATR is compared to the Reaction ATR of all other participants in the phase.

A Reaction order is then established by declaring the highest Reaction ATR as first, followed by the next highest ATR being declared second, and so on, until all ATRs are assigned a position in the Reaction Order. Once a Reaction Order is determined, it remains the same unless there is a need to reestablish the order of events. A new combatant entering a battle is a good example of why Reaction would be re-tested.

PART TWO: DECLARATION OF ACTIONS

Once Reaction order is established, all characters must declare all their intended actions for the phase, starting with the character who has the lowest position in Reaction order and working up the list, ending with the character who had the highest position in the Reaction order.

Before declaring any actions, a player may choose to delay their actions. If they do so, they may choose any position below their own in the Reaction Order. This remains their position until the end of the phase.

PART THREE: RESOLUTION

Finally, all actions being taken are resolved according to Reaction order, starting with the character that has the highest position and ending with the character that has the lowest position.

Resolving a character's actions includes making any applicable ATs, spending CAP, or accounting for the effects of any untested actions being taken. Once all actions are resolved, and each character has had their turn in the Reaction order, the phase is considered over.

ACTION TYPES

Different situations call for different types of actions, and each type of action has its own set of conditions when it comes to making Ability Tests and spending CAP.

Actions are categorized into types depending on how difficult it is to perform them, and how long they take.

Free Actions are so simplistic they barely require the concentration of the character. This means that the action is close enough to effortless as to not impact the outcome of other actions taken within the same phase. These do not count towards any multiple action penalties.

Some actions do not have their outcomes in question, and thus do not require an Ability Test.

Untested Actions, however, still require some effort or focus and because of this they count towards any multiple action penalties incurred in a phase.

A **Tested Action** is a standard action where the outcome is in question and requires an Ability Test to be determined. Tested actions count towards any multiple action penalties incurred in a phase.

Whether they are free, Untested, or Tested, the amount of time an action takes determines if the action is Instant or Persistent.

Instant Actions are just as they sound—instant. They take place at a specific moment during one phase.

Persistent Actions take place over the duration of a phase and can possibly continue on into subsequent phases. A persistent action is considered to be ongoing throughout the entirety of the phase from the moment the action begins until it is ended by completion or other circumstances.

PERSISTENT ACTIONS

Unlike resolving a normal Ability Test, when attempting a Persistent Action, certain unique rules apply:

Persistent actions can not be attempted multiple times to accomplish the exact same goal within a single phase.

When making a Persistent AT, CAP does not have to be spent in the same phase it is generated. Instead, it can be carried over into subsequent phases.

Similarly, the Base Success granted by winning an Ability Test does not have to be used in the same phase it is granted. It instead can be exchanged for 3 CAP, which can then be carried into subsequent phases.

Base success can be purchased for 3 CAP, even if it has not been granted by winning an AT.

Being that CAP Adjustments always adjust a Base Success; in order for CAP Adjustments to be used, Base Success must first have either been granted by winning an AT, or purchased with CAP.

TAKING MULTIPLE ACTIONS

If a player wishes to take more than one action in a single phase, they may do so. Splitting your attention this way is challenging and causes each Ability Test taken during that phase to be subject to a penalty. This penalty is -5 for every Tested or Untested action declared and is applied to any AT taken in that same phase.

When making multiple ATs in a single phase, CAP is gained, accrued, and spent separately for each. It is important to also remember when declaring multiple actions that the Dreamweaver must decide if it is suitable for the character to even do so, with the most significant limiting factor being time. Any given phase is only a few seconds long so regardless of incurred penalties, there simply may not be enough time to do everything desired in a single phase.

COMBAT RULES

All great stories revolve around conflict of some kind, whether it be a young woman trying to make a life-altering decision, two rivals fighting to gain the affections of a lover,or nations clashing in a great war.

In most stories, these conflicts are resolved through some sort of direct competition – many times violent in nature. In order to resolve these violent contests, ODAM has a system of Combat Rules that are used to adjudicate over many types of physical conflicts.

The three types of combat are unarmed, melee, and ranged. Each of these combat types has its own unique rules, but there are some things that are universal to all forms of combat.

In Of Dreams and Magic, combat is handled through the use of Ability Tests, similar to how all other actions are taken. The primary difference between Ability Tests used for combat and all others is the definition of Base Success.

While in most cases, taking an Ability Test causes the player doing so to declare specifically what it is they are hoping to achieve as a base success, for combat it is necessary to keep everyone on a level field and assign a uniform value to any combat-based Ability Test.

To do this, a base success for all combat purposes is instead called a Base Strike.

A Base Strike is specifically defined as dealing a standard amount of damage as indicated by the weapon or method used in the attack.

A Base Strike can either be further adjusted using CAP, or can be exchanged for Alternate Strikes that have different costs and effects.

ALTERNATE STRIKES

Some attacks also allow for Alternate Strikes, which take the place of a Base Strike, replacing its effects and outcome with completely new ones. An Alternate Strike requires Base Success be either earned (through winning an AT) or purchased using 3 CAP (in the case of a persistent action).

ENGAGING

Most combat in ODAM takes place through a series of persistent ATs where the participants accrue CAP against one another. In an effort to have CAP generation and expenditure handled appropriately, one of the first things that must be handled is the clear defining of whether or not someone is in a persistent combat.

To do this it is necessary to define when a character is Engaged in combat. Any character who currently has CAP accrued against them via a persistent combat skill AT is considered Engaged. Should a character have an enemy take a Fighting AT against them, as soon as that enemy has generated even one point of CAP (whether or not that CAP is spent), they have now caused the character to be Engaged. While Engaged, a character may not travel far distances or simply exit combat.

Once Engaged, a character remains so until circumstance forcibly changes this status or they actively Disengage.

DISENGAGING

Any skill use that would be acceptable for a Defensive AT could also be used to perform an Ability Test with the intent of Disengaging. There are two ways to Disengage: Protected and Unprotected.

If a character wants to Disengage, so they can safely leave combat, they must purchase the Alternate Strike: Disengage (Protected), which costs (BS + half the number of CAP accrued against the character), rounded down.

This allows the character to create an opening that allows them to safely leave combat. Any CAP they had previously accrued is lost, as is any CAP that had been accrued against them.

If a character is attempting to immediately leave combat with no attempt to protect themself, they expose themself to the danger of their opponent immediately pressing their advantage and causing harm.

Disengaging (Unprotected) is not an Alternate Strike as the character is making no effort to offer a safe means of escape. They are simply turning away from their opponent and fleeing. This action allows their opponent to immediately make an Ability Test against them.

This Ability Test is made using the same skill that had been previously used to accrue the CAP they currently have against the disengaging character. Its difficulty is set by the disengaging character who makes a Defensive AT using their Reaction Score. Though the Disengaging character is not actively using their skill to defend themself, they will still seek to evade danger rather than allowing themselves to be attacked with absolutely no regard for their own safety.

After this Ability Test is made, any CAP accrued can be used to either purchase Alternate Strike (Press), costing (Base Strike + 3 CAP), which causes the Disengage attempt to fail, keeping both characters Engaged, or spent on strikes as per normal use of the skill.

BEING SURPRISED

There are times during combat when a character may be the victim of an attack that is exceptionally quick or well hidden. In these cases, the victim is Surprised and may not protect themselves by making a normal defensive AT. Instead, they make a defensive AT using their reaction score, demonstrating their purely instinctual evasion of a sudden attack.

BEING UNAWARE

A target who is completely ignorant of an incoming attack, or effectively defenseless is Unaware. A character should only be deemed Unaware if they can in no way be alerted to an attack until it has already struck. Care should be taken when declaring a target Unaware as it makes them effectively helpless. An Unaware target may not make ANY Defensive ATs, though any ARM or RES they have may still apply.

STAMINA

Stamina is a pool that represents how much energy a character has. Many Techniques and Abilities have a Stamina cost based on how exhausting it is to perform them. In addition, there are Strikes and other effects that may reduce a character's Stamina when they are affected by them.

When a character's Stamina pool is reduced to 0, they must immediately make a 50% CT. If this Test is failed, they are rendered unconscious and unable to act. If the Test is passed, the character remains conscious but becomes Exhausted, which applies a -4 penalty to all ATs taken.

Stamina is naturally recovered at a rate equal to the character's Endurance score per hour of rest.

HEALTH

Health is a number used to represent the amount of lethal or traumatic damage someone can take before they die. Health is set as a standard number by species. The Health value for a human is 100 points.

DAMAGE

The ultimate goal of any kind of attack is to cause damage to an opponent. The base damage and damage adjustments done by an attack are determined by the weapon or method used. When damage is done it is immediately removed from the opponent's Health Total. There are two types of Damage: Physical and Magical.

Physical damage refers to any type of damage inflicted by a means that can exist in and is natural to the Waking World.

Magical damage refers to any type of damage from a source that does not normally exist in, and is not native to, the Waking World.

ARMOR

There are many situations where a character may possess a piece of equipment or be the recipient of a magic effect that offers them protection from potential physical harm.

This may be the case for a modern day law enforcer wearing a bullet proof vest or a medieval knight wearing a magic ring for protection. Regardless of the forms they take, these protective items that reduce physical damage are classified as armor.

Every armor item has an Armor value which contributes to a character's Armor Rating. This value is a numerical representation of how much physical damage is ignored from each individual source. No damage source may be reduced below zero in this manner.

Additionally, any armor that only covers certain parts of the body only provide their damage reduction to the areas that are protected.

For example, a Flak Jacket may possess an Armor value of 20. This would indicate that any Physical damage from a single source is reduced by 20 before being applied to the target's health. However, if an attack were to strike the wearer's leg, the Flak Jacket would provide no damage reduction.

RESISTANCE

Granted through multiple magical means, Resistance has two separate functions.

First, it has a damage-reducing function that operates the same as Armor with the distinction that only magical damage is affected by Resistance. Second, Resistance offers protection against magical abilities that have an effect other than causing damage. When a character with Resistance is the target of a magical ability that has an effect other than strictly dealing damage, their Resistance is the score used when making a Resistance Ability Test.

This Resistance AT is taken after the initial Magical Ability Test (which has its own inherent difficulty set by its Rank) has determined the success of creating a magical effect, and is used to determine if a character is capable of resisting the created magical effect. If the ATR of the Resistance AT is higher than the initial Magical Ability Test, the magical effect does not affect the targeted character. If the ATR is lower than the ATR of the initial AT, the targeted character is affected as normal.

HEALTH AND WOUND PENALTIES

Getting injured in combat does more than simply decrease a character's Health total. Enough injury can bring additional penalties to any AT the character may make. These penalties represent the distracting effects of pain as well as the physical limitations some injuries create. The following is a chart showing the penalties incurred at certain Health totals.

These penalties replace one another. They do not stack.

Current Health	Wound Penalty
81-100	0
61-80	-2
41-60	-5
21-40	-10
1-20	-20

HEALING

A character losing health represents that character taking a noticeable and significant amount of damage and as such restoring health is a slow process. A character who spends their recovery time strictly resting will naturally recover one point of health per day.

This recovery time must be spent while under a suitable amount of medical care—a stab wound will assuredly require stitches and antibiotics, while a broken bone may require a substantial amount of time spent in a hospital.

ATTACK PRIORITY

Sometimes situations in a conflict may cause a character to be more discriminating with their attacks. While generally, attacks made as a result of CAP expenditure have their exact effects decided upon and narrated by the Dreamweaver, there are times where a prioritization of target areas is desired.

For example, a medieval knight may be facing down an armored troll. He sees that the monster is wearing a crude, thick chestplate and decides he shouldn't bother wasting his efforts trying to cut his way through it.

To represent this, the character must use Attack Priority. For the purposes of Attack Priority, a Normal target is one of comparable size to the attacker.

Using Attack Priority requires the purchase of an Alternate Strike with a cost that is determined by the size of the area.

Alternate Strike Attack Priority (Minor) (Base Strike + 5 CAP): Any area less than half of a total Normal target is considered minor.

Alternate Strike: Attack Priority (Major) (Base Strike +2 CAP): Any area more than half of a Normal target is considered Major.

To continue the example, the medieval knight has chosen to use Attack Priority on the trolls arms, legs, and head – essentially choosing to attack anywhere other than the troll's chest.

The Dreamweaver decides that while smaller than a normal target, the area the knight is using Attack Priority on is still more than half of a full target, so it is considered Major.

This means that in order to attack, the knight must use an Alternate Strike(at a cost of Base Strike+2 CAP). Any additional adjustments purchased will also cost 1 more CAP than normal. The good news for the knight is that now any strikes he makes will be sure not to clink ineffectively off the trolls breastplate.

There are certain situations where a player may want even more specific control over their attacks. The most common circumstance is an attack to a very specific location on a target.

A bowman may decide for flair or necessity that only shooting their target in the eye will suffice. In this case, the character is targeting such a small area that they would need to use the Specific Attack Priority Alternate Strike.

Alternate Strike Attack Priority (Specific) (Base Strike + 20 CAP): This strike lands in the exact spot declared. It is up to the Dreamweaver to decide exactly what effect this has in the narrative.

In order to use this Alternate Strike, the user must state their intent to use it while declaring their actions for that phase, and before making the appropriate AT.

For persistent actions, if this intent is declared, any CAP previously accrued is reduced by half (rounded down.)

EVADING

There are times when a character may need to avoid an incoming attack yet possesses no applicable Ability score to use. This could be due to circumstance, such as a knight not having his trusty sword, or due to a functional need, such as dodging a shoe thrown by an older sibling.

In these cases, a Defensive Ability Test may be taken using the character's Reaction Ability Score.

MOVEMENT

During a phase a character can move a single meter as an instant free untested action. A character may choose to run during a phase in order to move an additional distance, but this counts as a untested persistent action. The character may move a maximum additional distance in meters equal to their Agility score within a single phase.

A character can also choose to forsake all other actions and run as fast as possible during a phase.

Doing this prevents them from taking any other actions, but allows them to move an additional distance equal to double their Agility score in meters.

MULTIPLE TARGETS

Combat is not always a one-on-one affair. There may be times when a group of characters must team up to face a superior foe, or a character finds himself surrounded by enemies.

When facing off against multiple enemies, the only way to accrue CAP against each enemy is to take multiple ATs. For the purposes of determining the proper multiple action penalties, each AT made against a separate target is considered a separate action.

Example: Jeff is cornered in a dark alley by three thugs. Unwilling to surrender his money, he chooses instead to rely on his excellent Karate training. Being first in reaction order, Jeff decides he will strike out at his three assailants. To do this he must perform three persistent actions.

Even though all three actions would use his Karate advanced skill, they would each prompt their own AT. Since the penalty for taking multiple actions within the same phase is -5 per action taken, Jeff would incur a -15 to all three of his Karate AT's.

Trusting in his training, Jeff takes and resolves all three AT's with the following results: 1 CAP was accrued against the 1st Thug, 3 CAP were accrued against the 2nd Thug, and 0 CAP against the 3rd Thug. Jeff now has 2 independent pools of CAP *accrued against 2 of his targets.*

DEFENSIVE ATS AGAINST MULTIPLE TARGETS

Defending yourself against multiple targets is challenging. To represent the increasing difficulty of dealing with multiple attackers, each time an additional Defensive Ability Test is made beyond the first in a phase, a -5 penalty is applied for each Defensive Ability Test already taken.

Example: Eric has finally said the wrong thing to the wrong person at the bar he frequents. Having offended multiple people throughout the night, three bikers decide they're going to teach Eric a lesson. They all make Fighting (STR) Ability Tests against Eric. Eric is fully aware of all three bikers and is preparing to defend himself against their attack. Eric's Defensive Fighting (AGI) AT against his first attacker is made normally, the second is made at a -5 penalty, and the third is made at a -10 penalty. Eric can only focus enough to use the entirety of his ability to fend off one attacker, and each subsequent attacker finds it easier and easier to build CAP against Eric.

STUNNED

A common event in combat is for a character to become so disoriented, shocked, or concussed so as to not be able to properly act. A character who suffers from this condition is Stunned.

A Stunned character may not move, and can only take defensive ATs while affected. They may also suffer a penalty to those Defensive ATs which is determined by the Adjustment or Ability that caused the Stunned effect.

PRONE

Whether by their own choice or through being forced into the position, when a character is lying flat, either on his back or stomach, they are Prone.

When a character is Prone, all Fighting or Weaponry ATs taken receive a -10 penalty. Characters specifically trained to fight from this position may possess specific techniques or abilities that allow them to bypass some or all of this penalty.

This penalty may apply to other situations as well, left to the discretion of the Dreamweaver. Being Prone may also add a bonus to certain situations, such as when firing a sniper rifle.

UNARMED COMBAT

One of the most common forms of violent conflict there is, Unarmed Combat makes use of the Fighting Base Skill and its Advanced Skills.

Damage inflicted using Unarmed Combat skills is applied against the target's Stamina rather than against their Health.

When a character's Stamina is reduced to 0, further damage is applied to Health instead. Listed below are the basic statistics for an unarmed attack. Advanced Skills or Techniques may have different attacks that produce different effects.

Unarmed Attack
Requirements: Strength 1
Base Strike Damage: Strength Score
(1c) Damage Adjustment: +1 Damage
(3c) Strength Adjustment: Knockout CT (10%)

GRAPPLING

Beyond using simple unarmed strikes, another basic option in unarmed combat is to grapple with an opponent.

Grappling an opponent allows a character to physically hold on to an opponent and prevent that opponent from disengaging.

Certain Advanced Fighting Skills may have special Techniques that require a grapple to be initiated before being used. Being grappled may also prevent certain Advanced Fighting Skills from being used.

Initiating a Grapple is an Alternate Strike costing (Base Strike) Breaking a grapple is an Alternate Base Strike that costs (Base Strike) and may be done after taking the appropriate AT.

KNOCKOUT

Certain Adjustments have the effect of Knockout CT (x%). This causes the character being affected by the Adjustment to make a Chance Test at that percentage to see if they have been struck unconscious in combat.

MELEE COMBAT

The usage of any sort of melee weapon falls under the Base Skill of Weaponry and its associated Advanced Skills.

A melee weapon can range from something as simple as a pool cue or a broken beer bottle, to a weapon requiring specialized training to wield effectively, such as a rapier or a nunchuck.

For this reason, every melee weapon has a set of requirements. If you do not meet these requirements, you can still use the weapon, but you will not be able to effectively leverage its threat rating.

THREAT RATING

Just as it sounds, the Threat Rating of a weapon measures how much of a threat the weapon poses to an opponent when being used correctly. Many factors make one weapon more threatening than the other—its size, how easily it can inflict major damage, and the general danger the weapon itself presents, all contribute to the weapon's Threat Rating.

If a character meets the requirements necessary for using a particular weapon, they add its Threat Rating to all ATs made using the appropriate skill while wielding it.

WEAPON EFFECTS

Beyond just dealing damage, each individual weapon may cause specific effects, such as a baseball bat increasing the likelihood of a knockout, or a dagger causing a puncture wound that bleeds heavily. These weapon effects are applied via CAP adjustments, each of which are listed as part of the weapon's statistics. Here are a few of the most common weapon effects:

- Bleed – While many types of damage can cause incidental blood loss, the Bleed effect refers specifically to a potentially life threatening occurrence. When listed as a weapon effect the term Bleed will be followed by a number in parenthesis. This number is the amount of health damage the recipient suffers each phase due to blood loss. Once created, a Bleed effect will continue to cause damage until the wound is either properly tended or healed.

- Amputation – This weapon effect will cause a non-essential limb to be removed from the victim if the weapon is physically large enough to do so. Amputation causes tremendous bleeding, giving the victim a Bleed (10) effect. In addition, missing a limb may cause penalties to any ATs made where this loss is a factor.

- Crush – A limb or body part targeted by this weapon effect is physically crushed and beyond normal repair. Wounds created in this manner may require magical healing to restore the area to functional order. If conventional medical treatment is deemed possible, the wound takes triple the normal amount of time to heal and is permanently damaged. The exact nature or extent of the lingering damage is determined by the Dreamweaver.

ALTERNATE STRIKES

Some weapons also allow for Alternate Strikes, which take the place of a Base Strike, replacing its effects and outcome with completely new ones. Some melee Alternate Strike are:

Alternate Strike: Decapitation (BS + 20c)
An essential limb is removed from the victim if the weapon is physically large enough to do so. Typically this refers to the head, but in cases where the victim may be something other than human, this effect will remove the most significant limb possible, if one even exists. In most cases this strike renders the victim dead.

Alternate Strike: Hamstring (BS + 8c)
A target that has been Hamstrung cannot move any further than 1 meter per phase. Hamstring specifically targets the legs, and may be made ineffective by appropriate leg armor.

SHIELDS

Items that are wielded for defensive purposes, whether an actual shield or a suitable item being used as one, have a Protection Rating. This Protection Rating represents its relative size and efficiency at protecting the user.

Protection Rating is added as a bonus to any Defensive AT the user takes, but is also added as a penalty to non-Defensive ATs. This penalty shows how cumbersome using a shield becomes when taking actions that don't account for its use.

Particularly strong shields may also provide an Armor bonus.

DUAL WIELDING

Normal usage of a weapon skill operates under the assumption that the weapon is the only one being wielded.

Dual Wielding is the art of using two melee weapons at the same time to provide a more threatening offense and capable defense.

DUAL WIELDING AND THREAT

When Dual Wielding, a second weapon can create more threat for the user, but only if they are properly trained to take advantage of using both weapons at once.

If a character uses a Weaponry Advanced Skill that focuses specifically on Dual Wielding (such as Dual Short Swords), they gain the threat benefit of both weapons by adding each weapon's threat rating together.

If a character does not possess a requisite dual wielding skill, they gain no threat benefit from either weapon.

When Dual Wielding, all Base Strikes use the weapon in the character's primary hand. However, dual wielding also gives a player access to two unique Alternate Strikes:

(BS +1c) Alternate Strike: Off-Hand Strike
The character chooses to strike using their off-hand weapon instead of their primary, and deals damage as per that weapon's normal base strike.

(BS + 6c) **Alternate Strike: Dual-Strike**
The character strikes with their primary and offhand weapons simultaneously, dealing the damage of each weapon's Base Strike combined.

Wielding two weapons at once has both bonuses and drawbacks. The trade-off to being able to strike with two weapons is the loss of control over either specific weapon. Due to this, no CAP Adjustments other than Damage Adjustments can be purchased while Dual Wielding.

RANGED COMBAT

Whether it is firing a bow or a bazooka, any time a character uses either the Firearms or Weaponry skill to attack someone at a distance, they are using a form of ranged combat.

Unlike unarmed or melee combat, ATs for ranged combat are made against a difficulty, and are always instant actions.

The difficulty to use a ranged weapon is determined by the weapon itself, and the range at which it is being used. Ranged weapons have three range levels: short, medium, and long.

Each range level lists a minimum distance and a maximum distance a target may be from the shooter to be considered within that range level. All three distinct range levels have their own difficulty. To decide the difficulty of a ranged AT, determine what range the target falls into and use the corresponding difficulty.

SPEED

In addition to its range levels, ranged weapons have Speed ratings. This speed rating is used to check if it is possible for the projectile to be evaded or dodged. If a target's Reaction score is equal to or higher than the weapon's Speed, the target makes a Defensive Ability Test using their Reaction score.

The ATR of this test is then added to the difficulty of the attacker's AT. While mostly a factor when avoiding strength-propelled projectiles such as stones from a sling or a brick being thrown from across the street, there can be occasions when the speed of a firearm is just as relevant. A human may not be able to dodge a bullet, but the dark corners of ODAM can contain more than just humans.

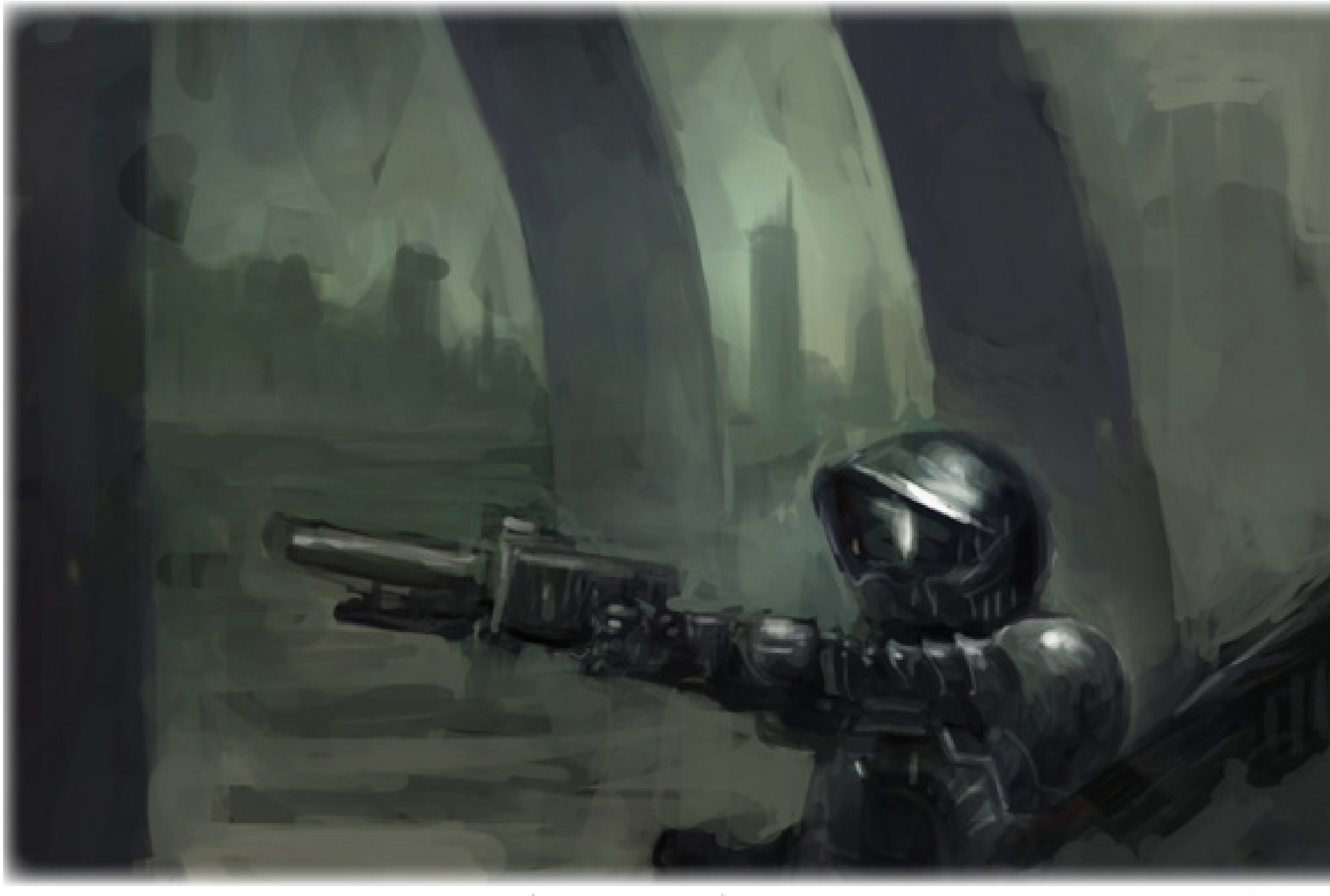
FIRING INTO COVER

Firing a ranged weapon at a target behind some kind of cover is much more difficult than doing so when the target is out in the open. Whenever making an AT to use a ranged weapon against a target in cover, the difficulty used for the AT is increased based on how much of the target is obstructed.

Small cover: +2 difficulty
Medium cover: +5 difficulty
Large cover: +8 difficulty

RATE OF FIRE

Unless otherwise stipulated by the weapon, it is assumed that any ranged weapon has a single rate of fire of 1. This means that every pull of the trigger results in one bullet being fired.



RAPID FIRE

If a firearm or weapon can be fired multiple times in a phase without the use of semi or fully automatic fire, it is capable of rapid fire.

Rapid Fire is the process of manually firing a weapon repeatedly in a Phase to maximize the amount of potential damage dealt to a target. When choosing to use Rapid Fire, the Dreamweaver must make a judgment call to decide the maximum number of individual shots that can be fired by the weapon in question within a single phase.

This decision should be based on circumstance, the weapon's available ammo, the limitations of the shooter, and the duration of the Phase.

Once a number of shots is chosen, a single AT is taken as normal for the weapon in question and any damage adjustments purchased as a result of this AT inflict an extra amount of damage equal to the amount of shots fired within the phase.

AUTOMATIC FIRE

Beyond single fire, there are two additional rates of fire available when using a ranged weapon – semi-automatic and fully automatic.

Firearms that have semi or fully automatic firing are designed with the intent of firing large numbers of bullets in a short amount of time. While the chances of any one individual bullet striking a target may lessen, the overall chance of the target being hit at all increases.

To represent this, when a character using a ranged weapon is actively using semi or automatic fire for an ability test, two modifications are made.

The first modification represents the ease of hitting a target with so many projectiles, granting them a bonus to their AT. This bonus will be listed in the weapon's description under Rate of Fire. The second modification represents the likelihood of being struck more than once, leading to increased damage. For this purpose, the weapon's relevant Rate of Fire will have its own CAP adjustment pertaining to damage output. A firearm must have at least half a clip of ammo remaining for full auto to be used.

ASSAULT RIFLE

Range: 0-50m/51m-150m/151m-300m
Difficulty: 15/25/35
Damage: 20
Speed: 40
Rate of Fire: Single, Burst (+4), Full (+8)
Ammo: 30
(1c) Damage Adjustment (Single): +10 Damage
(1c) Damage Adjustment (Burst): +13 Damage
(1c) Damage Adjustment (Full): +17 Damage

MAGIC RULES

SHAPING

A character's ability to bend the Doubt to their will is represented by their Shaping score. This score shows how capable the person is at forcing the Doubt to accept their desire to make magic real.

While not entirely exclusive to Anima, possessing a Shaping score indicates a character has the ability to perform magic of some form or another.

For Anima, the Shaping score is derived directly from their Rank. The following lists the base Shaping score granted by each Rank an Anima may possess.

Rank One	5
Rank Two	10
Rank Three	15
Rank Four	20
Rank Five	25

Shaping is used whenever a character attempts to perform magic such as channeling an Animus, or using an Animus ability or Remnant.

CHANNELING THE ANIMUS

Channeling the Animus is an instant, free, untested action that costs ten Conviction. Once the Animus is channeled, the character gains the bonuses of each rank of their Passive Aspect, up to and including their current Anima Rank.

Thus, a Rank 2 Anima who channels their Animus would immediately gain the benefit of both Rank 1 and Rank 2 of their Passive Aspect.

In addition to the benefits of their Passive Aspect, the character gains access to all of their Animus Abilities up to and including their Anima Rank while channeling their Animus.

While the Animus is channeled, a character's appearance can undergo substantial change. These visual changes are always purely cosmetic, determined by the Passive Aspect of the characters Animus and the Crux it came from.

Channeling the Animus lasts up to one hour and can be ended prematurely at any time.

USING ANIMUS ABILITIES

Animus Abilities are used by taking a Shaping Ability Test against a Difficulty that is set by that Animus Ability's Rank. Using an Animus Ability is an instant action. Listed below are the difficulties for each Animus Ability Rank.

Rank One	5
Rank Two	10
Rank Three	15
Rank Four	20
Rank Five	25

Animus Abilities do not have a Conviction cost to use, but may only be used while the Animus is being channeled.

REMNANTS

In addition to the channeling of their Animus identity, an Anima can also learn to exert a level of control over the Dreamscapes they visit.

This control allows an Anima to duplicate a specific magic that they have learned or witnessed in a dream they have frequently revisited.

Known as a Remnant, these individual fragments of a dream allow an Anima to produce a magical effect without channeling their Animus.

Using a Remnant is an instant action that requires a character to make a Shaping AT in order to determine its outcome.

Difficulties and Conviction costs for using Remnants are determined by Rank and are listed below:

Rank	Difficulty	Conviction Cost
Rank One	5	1
Rank Two	10	2
Rank Three	15	3
Rank Four	20	4
Rank Five	25	5

PRACTICES

Once the steps required by the Practice have been taken and the Conviction cost is paid, an AT is taken using the Practice's associated Tradition score in order to determine the outcome.

Difficulties and Conviction costs for using Practices are determined by Rank and are listed below:

Rank	Difficulty	Conviction Cost
Rank One	5	1
Rank Two	10	2
Rank Three	15	3
Rank Four	20	4
Rank Five	25	5

TOUCHING A TARGET

Many Magical Abilities require their target to be touched in order for their effects to be created. In order to touch an unwilling target, a Fighting AT is made to take an instant action. (If the character's Fighting Ability Score is 0, they instead make the AT using Agility.)

Since all that is required for a target to be "touched" is for a hand to make contact, any ATs made to touch a target receive a +15 bonus, with base success causing the target to be "touched."

The target of an AT made for the purposes of touching may make a Defensive AT using any Fighting skill that is deemed applicable by the Dreamweaver. (If the target's Fighting Ability Score is 0, they may instead make the Defensive AT using Agility.)

RESISTING MAGICAL ABILITIES

When a character has Resistance (regardless of the source), this enables them to make a Resistance AT when the target of a Magical Ability. When determining if it is possible to resist a Magical Ability, first, the Magical Ability Test is made as normal against its normal difficulty. Base Success and CAP Adjustments are purchased as normal after this Ability Test is made and immediately affect any target without Resistance.

At this point, a character with Resistance may make a Resistance AT. This AT is made using the character's Resistance Score and its difficulty is the result of the AT responsible for creating the magical effect. If this Resistance AT is successful, the Magical Ability does not have any affect on the resisting character. If the Resistance AT is not successful, the Magical Ability takes effect as normal. Resistance ATs do not generate CAP, and are only made to determine if a previously successful Magical Ability can be resisted.

Example: Alexa wants to use Intuition, a Rank Two Magical Ability, on Vincent, who has a Resistance of 5. Alexa first makes her Magical Ability Test as normal, rolling her Shaping of 10 against the difficulty of using a Rank Two Magical Ability, which is 10. Alexa's ATR is a 13, which grants her a Base Success and 3 CAP. Intuition only has one CAP Adjustment that costs 5 CAP, meaning Alexa cannot adjust her success, but has created the effects of Intuition's base success. Before the effect takes place, Vincent makes a Resistance AT, rolling his Resistance of 5 against a difficulty of 13 (Alexa's original ATR). Vincent gets extremely lucky and produces a result of 14, meaning that he is able to resist Intuition, which does not affect him in any way. Had Vincent's ATR been a 13 or lower, he would have been affected by Alexa's Intuition as normal.

MAGICAL ABILITIES THAT AFFECT MULTIPLE TARGETS

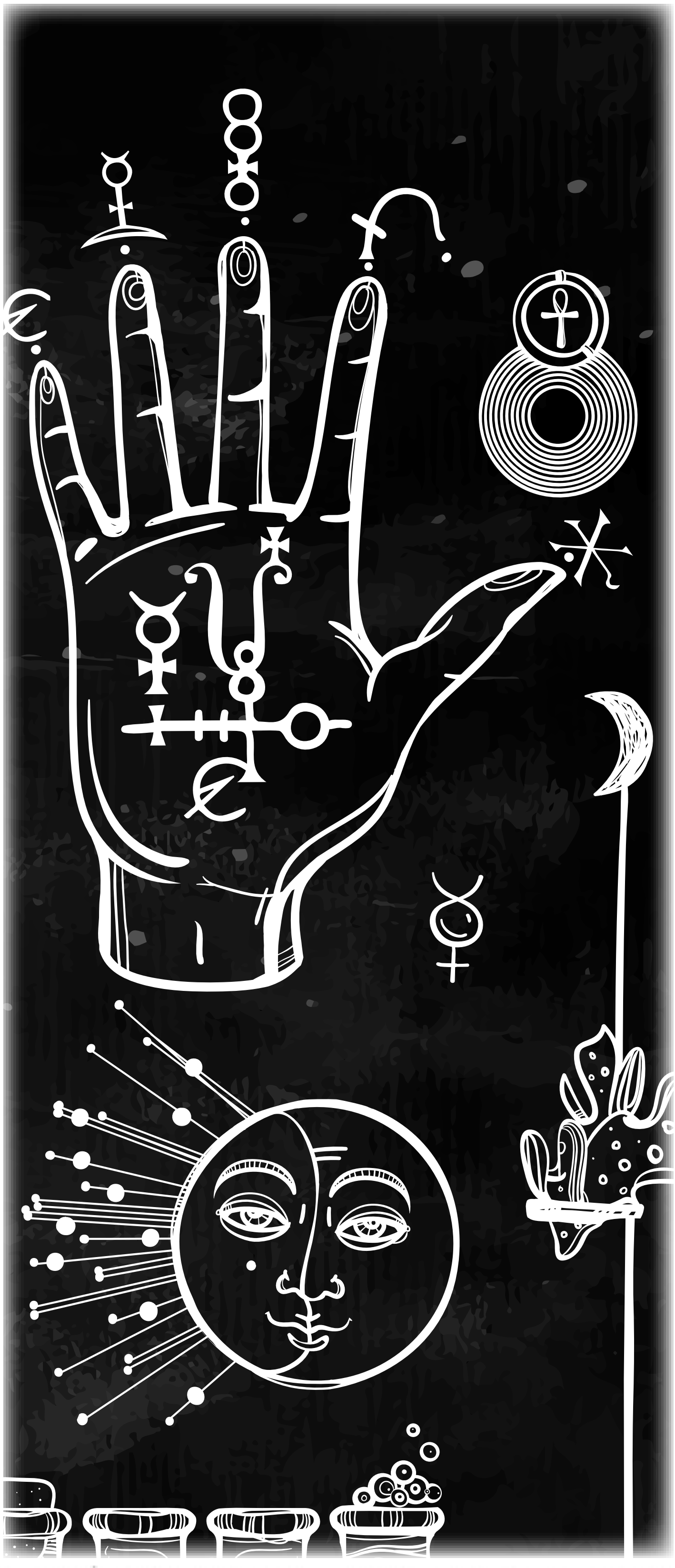
Some Magical Abilities can affect more than one target, or affect multiple targets within a set distance range. When using a Magical Ability against multiple targets, the process remains mostly the same.

The appropriate AT is taken as normal against its Difficulty, and if successful, the effect of Base Success is created. Each target without Resistance is then affected by the Magical Ability and all of its purchased CAP Adjustments.

Any target who has Resistance may then make their Resistance AT to see if the magical ability had an effect on them.

Note that a Resistance AT applies only to the specific target with Resistance, and does not adjust the original Magical Ability Test in any way.

Example: Paul is in a room with three targets: Andrew, Michael, and Frank. Paul decides to use his Rank One Animus Ability, Frightening Roar. Paul makes his Magical AT as normal and produces an ATR of 8, which grants him Base Success. Andrew does not have Resistance, so he is immediately affected by Frightening Roar. Michael has a Resistance of 1 and Frank has a Resistance of 5, which allows them both to make Resistance ATs. Michael produces a Resistance ATR of 6, which is lower than Paul's ATR of 8, meaning he is also affected by Frightening Roar. Frank makes his Resistance AT and has a result of 9, meaning he has resisted Frightening Roar and does not suffer any effects from that Magical Ability.



CHARACTER DEVELOPMENT

Just like people in real life, characters evolve over the course of a story. Their experiences and the activities they practice or perform on a day to day basis help them learn and grow. A new anima fresh out of training with the DCMA may have a solid understanding of the Waking World, but after a lengthy story that has them meet a wide array of new people, dreamers and sleepers alike, they will likely have acquired a variety of new knowledge. This concept becomes increasingly relevant as stories cover longer periods of time and wider ranges of experiences. Certainly a new Anima who had barely begun learning about Shamanism would have a much deeper knowledge after a story that had them spending several months working side by side with respected practitioners of the tradition; even without trying they are bound to pick up a thing or two from their experiences.

This development and persistent learning is represented by Experience Points—an abstraction of just how much a character has learned or evolved throughout the course of a story. Awarded at the end of a story, they are spent by a player to gain new skills and abilities or further develop previously existing ones. Below is a list of costs giving the amount of Experience Points needed to acquire something new, or raise an existing rating by one point.

	New	Raise
Attribute	n/a	Current Rating x 20
Base Skill	3	Current Rating x 1
Advanced Skill	3	Current Rating x 1
Technique		n/a
Rank 1	10	n/a
Rank 2	15	n/a
Rank 3	20	n/a
Rank 4	25	n/a
Rank 5	30	n/a
Tradition	5	Current Rating x 1
Pratice		n/a
Rank 1	10	n/a
Rank 2	20	n/a
Rank 3	30	n/a
Rank 4	40	n/a
Rank 5	50	n/a

Example: Steven has played his first story as his character Joshua, and has received 20 experience points. Steven decides to spend some of his experience to reflect how Joshua has changed throughout this story. First and foremost, Joshua has been put into more than one situation where he had to handle a weapon, so Steven thinks Joshua should have a Firearms Skill of 3. Steven spends 3 points to raise Firearms to 1 (as it costs 3 experience points to learn a new skill,) 1 experience point to raise Firearms to 2, and finally 2 experience points to raise it to 3. Joshua has spent 8 experience points, giving him a Firearms score of 3 (which he records on his character sheet) and 12 experience points remaining. Steven spends 10 of the remaining 12 experience points to increase his Programming Skill from a 10 to an 11, and saves the remaining 2.

ANIMA RANK

Unlike most of a Character's statistics, an Anima's Rank isn't raised through the spending of Experience Points. Becoming a more powerful anima has more to do with winning one's own private war with the Doubt than it does how much they practice or study.

Instead, an Anima's Rank increases as their Rank Progress reaches certain thresholds. Below are the Rank Progress thresholds and their Anima Rank each one bestows.

RANK PROGRESS	RANK GAINED
0	1
500	2
1500	3
3000	4
5000	5

Increasing Anima Rank not only strengthens their Animus, it also gives a character access to higher ranked Remnants and raises their Shaping score.

RANK PROGRESS

Representing an Anima's personal progression in their war against the Doubt, Rank Progress are points awarded whenever an Anima destroys their bound Reaver. By doing so, the Anima gains an amount of Rank Progress equal to their Nightmare score at the time of the reaver's destruction.

When you Rank up, your Shaping score increases and your Animus is now channeled at the appropriate Rank.

CONTROL PROGRESS

Being a measure of an Anima's familiarity with a specific Dreamscape, Control Progress is raised each time an Anima experiences a dream in this setting. Increased familiarity with a Dreamscape leads to an Anima being able to reproduce specific magics from these dreams.

Every time a character experiences a dream in a specific Dreamscape, one bubble is filled in on the character sheet next to the appropriate Control. Once all of the bubbles for a rank are filled, that Control increases in Rank and one Remnant of the new Rank is chosen.

In addition, whenever Control Progress is gained, 20 experience may be spent in order to fill in an additional bubble. There is no limit to how much Control Progress can be purchased with experience in this manner.

Galen's Letters From The Front: Part One

I will never forget standing there on the ridge overlooking the fields of strife. It had been nine days since I enlisted my aid to Commander Vachan and his army. We had just moved camp northeast in an effort to avoid the murder of harpies that had been picking off rams from our stables over the last two nights. There was a still warm mesmulat warrior lying beneath me, struck down by my axe. My hands were numb from the cold and I was rather tired. This new site was relatively indefensible and the troops were constantly wondering why we didn't simply place three archer garrisons by the stables to ward off the attackers. The troops' morale was weak and I didn't have the heart to break it to them. I had spoken to Quartermaster Ammer earlier who informed me that he did think we'd even make it to Fog'resh before we were out of sheaf arrows. So we worked out logistics that made this new camp site better shielded from potential Harpy aerial assaults.

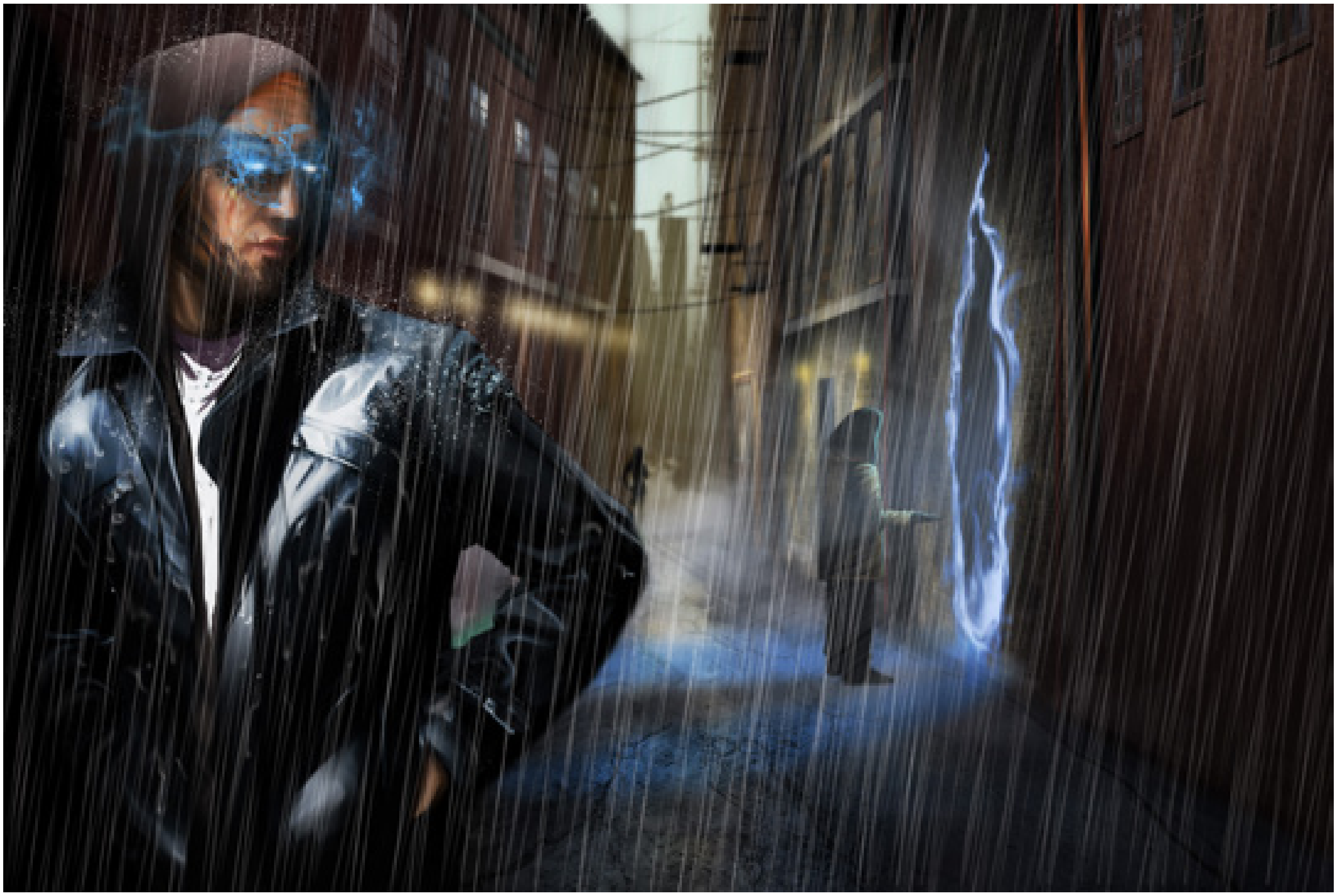
Nine days I had helped them fight to move the garrison close enough to make a final push on Fort Fog'resh. Every foot of ground we took had cost us dearly. Midday though it was, the wind was kicking up hard, causing snowflakes to cloud our vision. I had come with my men back to the ridge to take out the flanking raiders, which we succeeded at for yet another price. My legs were shaking violently, though I couldn't tell if it was fatigue, being that I hadn't slept in two nights, or just my usual shakes from drawing too heavily on my powers. Leightmer and Stiller had left their innards on the ground, leaving me the last survivor here. The mesmulat beneath me murmured something that I didn't quite catch. My understanding of their language is poor at best. I couldn't help but think a quick prayer for the soon to pass warrior. I do not hold the widely accepted opinion of mesmulat most of my people share. They're simply a once normal people who during their time of need, clung to the only help they had—darkness. I couldn't help but wonder when this would all end. Would there ever come a day when I wouldn't have to do this?

Looking over the fields gave me a sight full of wonder and horror. The final push Commander Vachan had been planning was finally at hand. With their flanks now safe from cavalry charges, the pikemen would press enemy lines until a break allowed our knights to force a divide. The main objective being to cut off the primary supply line as well as sever the main battalion from its guiding force : General Reg'kal.

The General was the driving force of Fog'resh. He was the one thing that pinned the whole defense together. Vachan told me in briefing by the relief hut that Fort Fog'resh was perfectly placed for invasions on the neighboring towns of Hailen, Sorpha, and Garest, which were still populated with civilians, local tribes and traveling merchants. Field Marshal Rastil simply didn't have the extra forces to commit to Vachan so he could save a few "small, unfortunately expendable towns", so we faced an enormous defensive force short handed and under supplied. Things were against us, but it all came back to the General. Ask any man or woman in the street and they'll tell you a mesmulat is a mesmulat and that's that, but I know better. Men don't leave it all on the battlefield like these enemies were for the last nine days. Men don't just give their lives on an order, not even cursed men. Reg'kal was a ruthless mesmulat who had led them time and time again to victory. They say that his presence fills their blood with strength. His voice thundered above the sound of battle. In that voice his troops heard the sound of Mesadrin's slave pits, its clerics chanting prayers, and the comfort of their homeland's subterranean atmosphere. Most of all, it was the sound of victory. So long as General Reg'kal lived, the mesmulat would fight with all the ferocity of men defending their homes. Soldiers needed to hear what they were dying for so far out into foreign lands, especially when surrounded nightly by screams of pain and death. They needed to be reminded of home, that it's worth it. Worth dying for.

CHAPTER FIVE

LIVING THE DREAM



ANIMA LIFE

AWAKENING

No matter how diverse their backgrounds and experiences are, Anima always have one thing in common: their journey began with a Crux. All attempts that have been made to find predictive markers for how or why a particular person experiences a Crux have proved unfruitful, leaving only individual anecdotal evidence and theories as to why it happens. Similarly, attempts to understand the contents of a specific Crux have achieved limited success. The fact that there are three Archetypes that the Crux falls into does more to further this mystery rather than solve it; why does every Anima have a Crux that can be described as Astean, Exulmian, or Velloran?

Despite these mysteries, most Anima find comfort in the fact that they share many of the same thoughts after originally experiencing their Crux.

OBSESSION

Regardless of the content or immediate aftermath of the Crux, most Anima find themselves unable to stop thinking about the dream. While the feeling can be as subdued as knowing something about the dream wasn't quite right, to as manic as not being able to think about anything but what happened in the dream, the Crux immediately makes a lasting imprint on the Anima's mind. This obsessive phase can last from hours to days, and will become stronger as time passes until the Anima can reconcile what has happened. Anima find that after their Crux, they can now always remember their dreams, and find the dreams they had before it were much less real and important.

DOUBT

Inevitably, this level of obsession will lead an Anima to tell someone what they've experienced. Whether it be a family member, friend, or psychologist, an Anima will turn to someone to explain what has happened to them. Although they usually don't know it, this is where Anima first come face to face with the Doubt in the Waking World. Naturally, everything the Anima says about their Crux will be dismissed as anything from being "just a dream," to dangerous ranting, or even a psychotic break. It is at this point that an Anima is usually at their lowest, and the natural inclination is towards to self-doubt. It is unknown how many Anima have been broken by the Doubt's oppression before they ever truly realized what they were; the weight of no one believing what they have to say crushing them and snuffing their Crux out.

CHANNELING

If an Anima is strong enough to make it through this period, or wise enough to hide their suspicions, they will often try to return to their life as normal. Naturally, their new-found magical nature does not allow this to happen. Eventually, whether consciously or unconsciously, the Anima will channel their Animus, and the reality of their situation will become impossible to ignore. While channeling the Animus for the first time, the Anima is unmistakably awake, and unmistakably capable of something new, mystifying, and sometimes frightening.

At this point, fortunate Anima either find a way to contact the DCMA while researching their condition (the DCMA has taken great pains to ensure that internet searches for hallucinations and strange dreams inevitably lead to one of their sites), or become noticed by another Anima and are individually approached.

Unfortunate Anima may find themselves unable to control their Animus, causing great harm to themselves or their loved ones. They may even end up in legal trouble or accepting the Doubt by desperately wanting their condition to go away. Even worse, some Anima may come into contact with a Reaver or their Nemeses, and find themselves at an early end. This grim fate often results in that very same Reaver or Nemesis being unleashed upon the rest of the Waking World, calling attention to the poor Anima's plight after it is already too late.

There are, of course, stories of Anima who are able to control their Animus and conquer a Reaver or Nemesis on their own. Even those with the ability to do so usually end up in some form of contact with another Anima, whether it be through a direct attempt at communication, or through happenstance as they travel through the Waking World.

USING MAGIC

Channeling their Animus or using magical abilities and Remnants can be a strange experience for Anima. While they can see what they are doing and the ramifications of their magical actions, they must always be mindful of the fact that the Doubt is working to suppress evidence of this magic from sleepers.

When it comes to witnesses of magic, the Doubt will often take the path of least resistance in order to force them to disbelieve what they have seen. If there is a plausible explanation for what a sleeper has seen, they will unquestionably believe it to be truth. In this way, a magical sword being materialized out of thin air will instead be seen and remembered as being pulled from a scabbard or taken off a display on a wall. If this sort of simple delusion is not possible, for instance, if the sleeper and the Anima were both alone in an empty field and the Anima had no way to hide a weapon, the sleeper's vision and memory would be drastically altered. Rather than a sword, they might see the Anima pulling a knife from their pocket, or see the Anima bend over to lift the sword out of the field's grass, even if no such action was taken. Simply put, sleepers will always believe the most "reasonable," convenient explanation for what they have seen, and their memory of the event will unfailingly be as the Doubt wishes. When there is no available explanation that is any more natural than the truth, the Doubt will completely erase the sleeper's minds of the memory, leaving gaps which will inevitably be attributed to amnesia or some similar medical condition.

THE WAKING WORLD

Once an Anima has come to terms with what they are and what they can do, their journey has begun. An Anima's eyes are now open to a world with endless possibilities for those who know where to look. Once they've experienced their Crux, an Anima quite literally sees the world differently. The experience of casting off the Doubt in their dreams creates a lingering after effect, where the Anima can see the Waking World without the Doubt's influence.

Much of the time, the Waking World will look the same as it once did—the same buildings, the same people, and the same day-to-day goings-on. But given enough time (or a large enough area), an Anima is bound to find something magical that, prior to awakening, they would have never noticed.

There are many magical creatures who have made their way to the Waking World, all with their own stories. It is not actually known where these magical creatures come from—whether they're all actually parts of dreams that have been made real, come from different times or dimensions, or have always been here, unnoticed by the masses.

When an Anima meets a magical creature, they first see them for what they truly are, whether it be troll, fairy, angel, or any other kind of being. Anima must make a conscious effort to "see" these magical creatures as the Doubt forces them to appear to sleepers.

The strange aspect of this is the fact that the one magical entity an Anima cannot detect purely by sight is a fellow Anima. While they will be able to see what's happening when an Anima channels their Animus or uses magic, Anima do not in any way appear different from any other sleeper while not doing something the Doubt would normally suppress. The most common way around this limitation is through Dreamwalking, which allows an Anima to recognize a person's Animus even when it is not being actively channeled.

In addition to magical people, there are also places in the Waking World that are more magical than they seem. Sometimes these areas build up such a large magical reputation that their true nature becomes too large for even the Doubt to fully suppress (such as Stonehenge). Sometimes, a neighborhood dive bar can actually be the heart of a city-wide labyrinth, guarding ancient magical wisdom and treasure. While not common enough to be encountered on a daily basis, there are enough magical places in the world that any well-traveled Anima is bound to find themselves in one at some time or another.

No matter the nature of the magic an Anima encounters in the Waking World, one thing will become blatantly obvious

to every Anima—the Doubt is truly an enemy to all magic. After all, who knows what the world would be like if magic wasn't altered, and if everyone could see magic for what it really was? While some cynical Anima may point out that just because something is magical doesn't mean that it's good, even the largest pessimist must admit that it is not right for so much of the truth to live under the thumb of the Doubt.

For many Anima, this thought process extends past just literal magic. If the Doubt is able to alter such large displays of magic, who knows how many small displays it's utterly snuffed out? How many dreams have been dashed, broken, or not followed, just because the one who dreamed them was told they were impossible?

Is it just human nature to tell a child that they're not capable of becoming an astronaut and that Santa isn't real, or could such cynicism be the Doubt's way of preemptively ensuring that no new magic will be created in the first place?

While it may seem as a simple philosophical quandary, many Anima recognize that any time someone is made to believe that the world is as it is, rather than as it could be, the Doubt has won a little victory and become a little bit stronger.

DREAMWALKING

All Anima possess the instinctive ability to put their bodies to sleep. In doing so, they are able to partially pull the Waking World into their dreams. This process, called Dreamwalking, causes the Anima to appear as their Animus separate from their actual body. In the meanwhile, their physical body will enter a comatose state similar to normal sleep, however, no amount of stimulus can forcibly awaken them. The Anima will certainly be aware if something significant were to happen to their sleeping body, such as being hurt, or shaken. In fact these stimuli can cause effects to their Dreamwalking such as causing their vision to warble violently (when the body is being shaken) or seeing blood mysteriously appear all over their dreamself (when the body is being harmed). It is also possible for the Anima to plainly see what is happening to their body if they should happen to still be within sight of it.

As for how the world will appear when Dreamwalking, this will change based on certain factors. It's important to remember that a Dreamwalking Anima is both awake and dreaming simultaneously, thus they can see effects derived from either state.

A room they view may be a very magical place where powerful sorcery was once conducted, leaving the Doubt considerably weakened. The lights may sparkle with magic, and the Dreamwalking Anima may actually see currents of power shifting in the air, but they would also clearly see if someone in the Waking World dropped a match and started a fire.

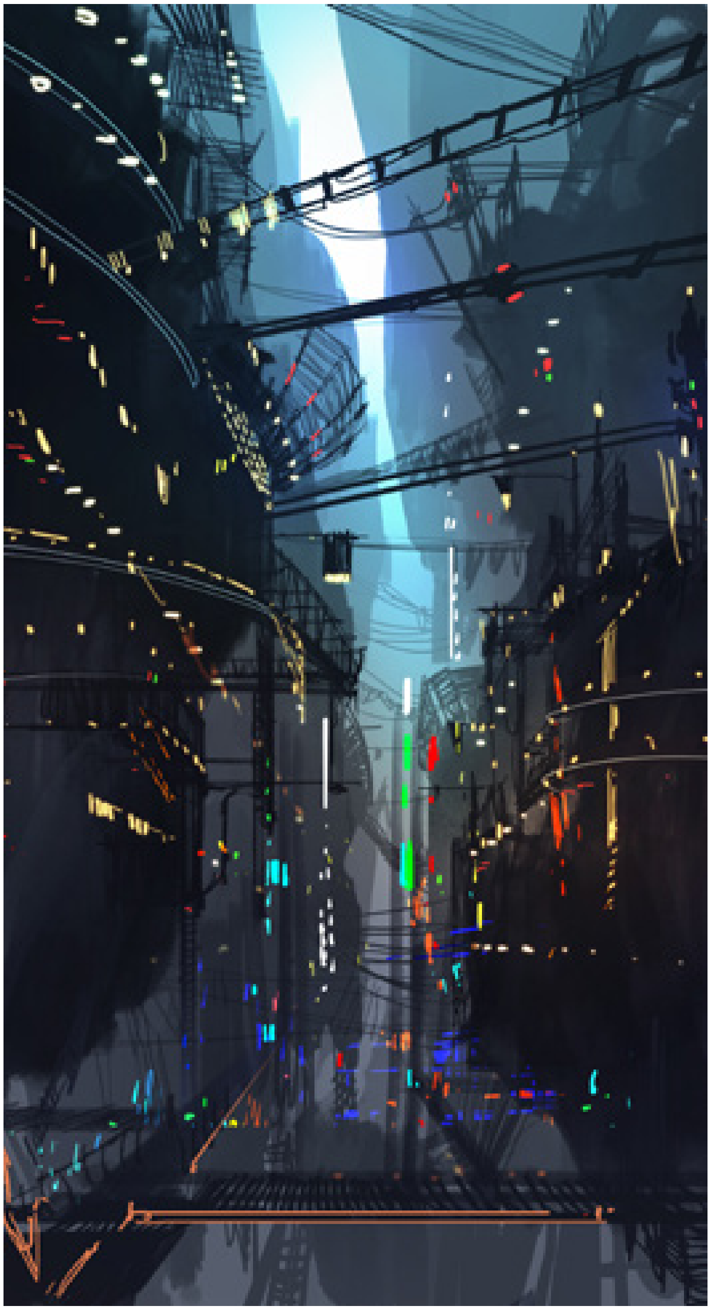
In truth, there is precious little a Dreamwalking Anima won't see, and that is essentially the act's greatest benefit. Where in the Waking World the Anima only sees the mundane and what truth the Doubt doesn't have the strength to conceal, when Dreamwalking the Anima sees the whole truth.

Everything from the residual magic that was once heavily present in a place, to the taint of a Reaver's passing can be clearly seen. Even Anima who are not currently Dreamwalking will be easily spotted as what they truly are.

Besides what is witnessed, Anima who Dreamwalk reflexively assume the identity of their Animus, giving them the added benefit of having its power at their immediate disposal. The dichotomy of an Anima is never more apparent than it is when viewing their kin when Dreamwalking.

Though an Anima in the Waking World will not naturally see the dreamself projection of a Dreamwalking Anima, the one Dreamwalking will clearly see the other and instantly know what they are. To the eyes of a Dreamwalker, Anima are simultaneously two people—their Waking World self and their Animus. The Dreamwalker will see the identity not currently being used as a ghostly image superimposed over the other.

No Anima can fully account for all the things they may see when Dreamwalking, but the one thing they can always be sure of is that Dreamwalking will show them the Waking World with all of the ways magic and dreams affect it on clear display.



DREAMWALKING AND REAVERS

As mentioned, a Reaver's passing or presence in the Waking World does not go unnoticed while Dreamwalking. Areas where Reavers have committed a nightmarish act often look darker and feel colder than other places while Dreamwalking. Some Reavers may leave a literal trail of black ichor, or an imprint of their movements that can be seen when an area is closely studied. While the individual signs will be different from Reaver to Reaver, the recent presence of such a nightmare cannot be mistaken when Dreamwalking.

Even more unmistakable is the mark a Reaver makes on a sleeper when they've entered their dreams. Entering a person's dreams is such a harsh, violent act (one that Anima are not even normally capable of), that often all it takes is a simple look at a sleeper while Dreamwalking to tell their dreams are suffering from the presence of a Reaver.

One of the most important things an Anima can do while Dreamwalking is to follow a Reaver into a dream it currently inhabits. All that is required is for an Anima to touch someone whose dreams are currently occupied by a Reaver, and that Anima will no longer be Dreamwalking, but instead will seamlessly enter the affected dream.

ENTERING A DREAM

Many Anima describe the actual act of entering another person's dream as similar to falling asleep as normal. Some describe feeling a period of darkness, while others describe immediately appearing in the dream, while still others don't quite remember the exact process they go through. In this way, entering someone else's dream is very much the same as entering your own. There are no noticeable changes in an Anima's physical body when transitioning from Dreamwalking to being in a person's dreams, other than perhaps increased eye movement consistent with any other REM sleep.

LIVING A DREAM

Dreams are, by their very nature, unique and mysterious things. The exact mechanism and purpose behind dreaming is not yet understood, and even Anima encounter plenty of unexplainable phenomena when entering a dream.

The most important thing to know about a dream is that it will always follow its own rules. Some dreams have rules very similar to the Waking World—such as dreaming about having a fight with your spouse. Some will look and feel like the Waking World with a noticeable exception—a bully who cannot be hit or school hallways that are nakedly wandered endlessly. Some even follow completely unique rules that don't have any obvious connection to the Waking World at all, for instance, a dream that takes place on the bridge of a spaceship with a uniquely alien crew.

But no matter how strange or similar these rules are, every dream seems to have them, and any visitor (Anima or Reaver) will take shape to conform to these rules. While Anima and Reavers can exert some amount of will by acting outside of the dream's original intentions (even by just being inside the dream) the reality of the dream will still hold.

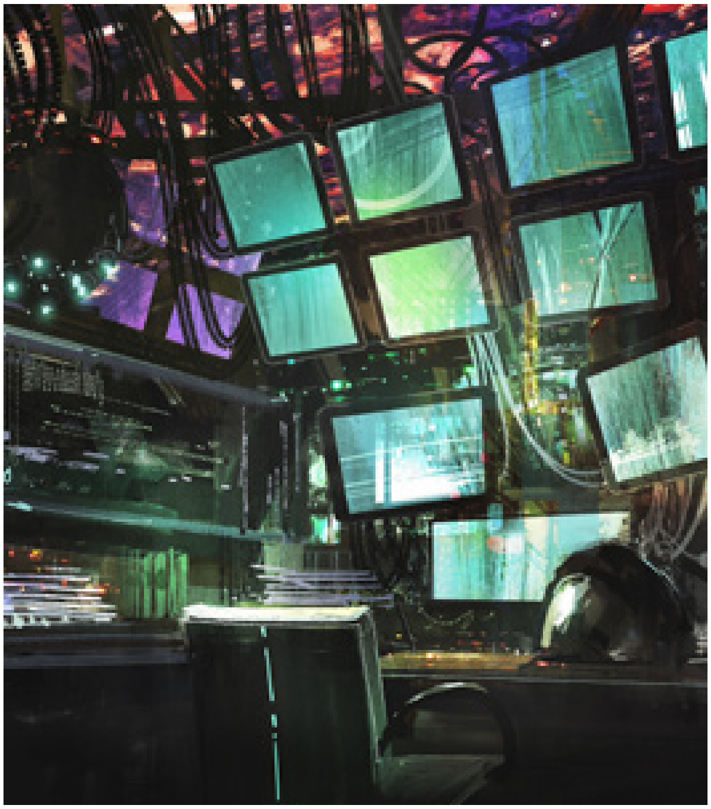
This presents a unique dilemma for Anima who are entering somebody else's dreams, as who they are and what they can do will be twisted and changed to "fit" inside this dream. In addition to an Anima's appearance and abilities in a dream, an Anima's knowledge will also conform to the dream they are in.

Some dreams will have a large amount of back story and knowledge that is an inherent part of that dream—for example, a dream that takes place in the final battle of an epic war necessitates all of the participants (dreamed up or not) are aware of the fact that the epic war has been going on, and this battle will be decisive.

Sometimes that level of information will be all that is required, and an Anima will find themselves knowing only that much and being unable to find out more information than is deemed "necessary" by the dream. In this case, the dream is about the battle itself, so while the Anima may be able to change the course of that battle, they will often not have any knowledge of what lead to the battle, nor do anything about it.

While they are especially vivid and are experienced in a unique way, it is important to remember that the dreams an Anima enters ARE still dreams, and not actual places. For this reason, certain things in a dream may not make sense (such as no one at this epic battle knowing what exactly they're fighting for, or how they got to the battlefield) when viewed from the outside.

Dreams are a snapshot in time and are about one specific thing, so everything within that dream, from the sleeper to any Reaver that may have entered it, to any of the characters that the sleeper has dreamed up, to Anima themselves, will also be about that one thing. Many Anima often tell tales of their frustration after waking up from a dream and knowing that if only they were able to apply their own knowledge (rather than the knowledge they have while in the dream) things could have been much different.



DCMA

Arguably the single most influential grouping of Anima, the Dr. Connor Marlowe Agency serves as both a governing body and law enforcement agency for Anima everywhere. Founded by the man seen by many as the father of modern Anima society, the DCMA plays a pivotal role in shaping how Anima interact and survive in the Waking World.

Assembled with the original intent of being a form of outreach program, Dr. Marlowe poured a considerable amount of time, energy, and financial assets into creating an infrastructure to assist him in gaining access to individuals who may have broken the Doubt and become Anima.

With the aid of the few Anima Dr. Marlowe had met and brought together, the DCMA set out to connect Anima and use their collective knowledge to make facing down the Doubt more tolerable for everyone.

Unfortunately for Dr. Marlowe, reaching out to other Anima proved exceptionally difficult for a multitude of reasons. The first difficulty was that there appeared to be no rhyme or reason as to why certain individuals had a Crux and others did not. The DCMA found it needed to focus its energies on places where new Anima inevitably found themselves—hospitals, prisons, or crime scenes.

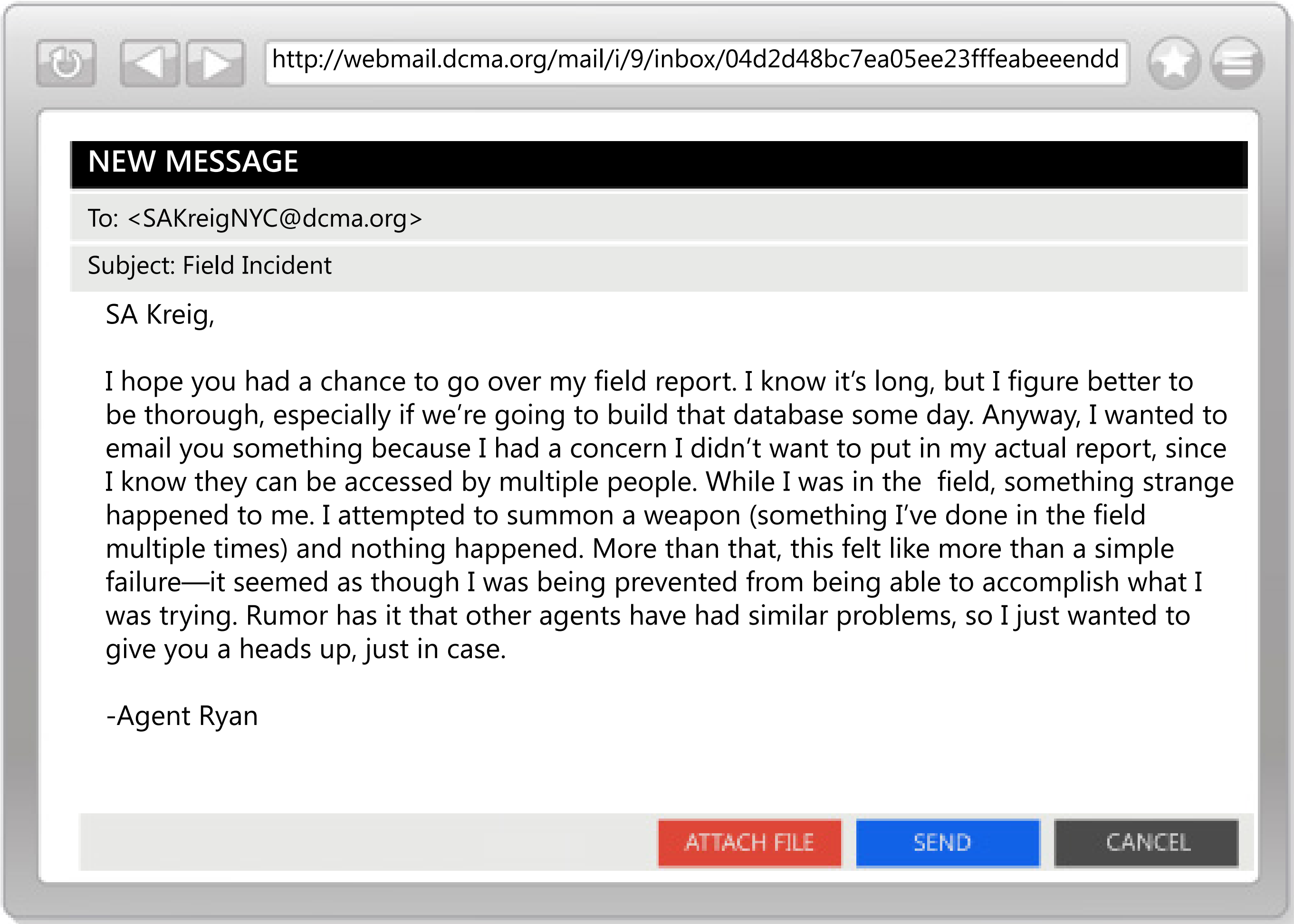
The second difficulty was that this knowledge of where to find Anima didn't make them any more accessible. While Dr. Marlowe had a professional inside track when it came to hospitals, that was a far cry from the kind of unrestricted access he and his agency would need if Anima were to be consistently found. Another concern was the fact that any Anima who may find themselves in legal difficulty because of their battle with the Doubt and its minions would be inaccessible under normal circumstances.

The difficulty of his objective forced Dr. Marlowe to change his perception of what the DCMA needed to be. What he had started with a few colleagues as an outreach program to help his brethren band together would need to be reshaped into a sophisticated headhunting outfit that would use their unique abilities to assemble a network of Anima across the globe.

RISE OF THE INTERNET

The search for Anima was a slow and methodical process that demanded vast financial resources and manpower. Leads came slowly, and by the time a potential lead had been thoroughly investigated, they had more often than not become a serious investment with no results to speak of.

As the internet became more prominent, the DCMA found that it suddenly had a quick way to solicit a large



http://webmail.dcma.org/mail/i/9/inbox/04d2d48bc7ea05ee23fffeabeeendd

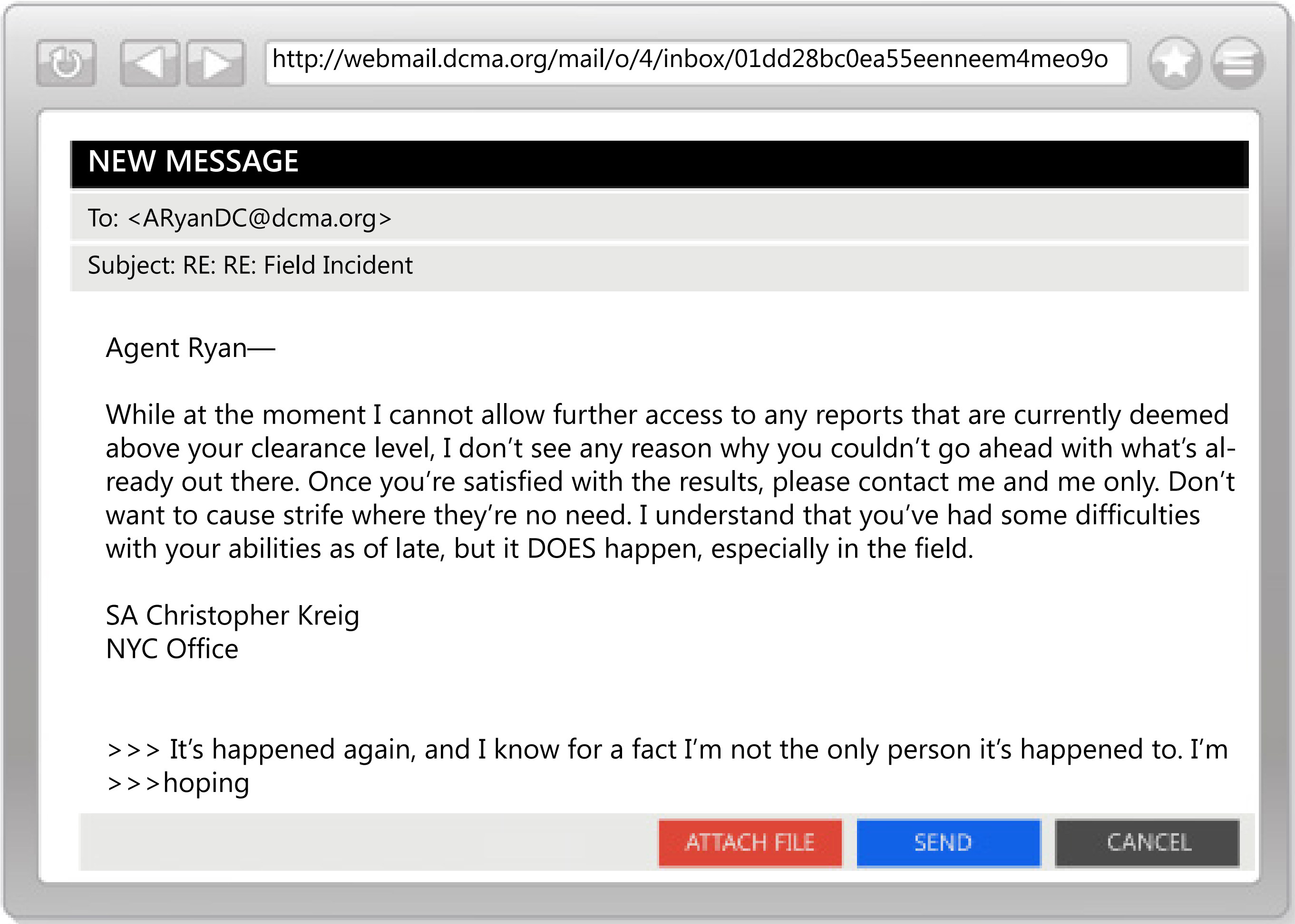
To: <SAKreigNYC@dcma.org>

Subject: Field Incident

SA Kreig,

I hope you had a chance to go over my field report. I know it's long, but I figure better to be thorough, especially if we're going to build that database some day. Anyway, I wanted to email you something because I had a concern I didn't want to put in my actual report, since I know they can be accessed by multiple people. While I was in the field, something strange happened to me. I attempted to summon a weapon (something I've done in the field multiple times) and nothing happened. More than that, this felt like more than a simple failure—it seemed as though I was being prevented from being able to accomplish what I was trying. Rumor has it that other agents have had similar problems, so I just wanted to give you a heads up, just in case.

-Agent Ryan


http://webmail.dcma.org/mail/o/4/inbox/01dd28bc0ea55eenneem4meo9o
NEW MESSAGE
ATTACH FILE
SEND
CANCEL

To: <ARyanDC@dcma.org>

Subject: RE: RE: Field Incident

Agent Ryan—

While at the moment I cannot allow further access to any reports that are currently deemed above your clearance level, I don't see any reason why you couldn't go ahead with what's already out there. Once you're satisfied with the results, please contact me and me only. Don't want to cause strife where they're no need. I understand that you've had some difficulties with your abilities as of late, but it DOES happen, especially in the field.

SA Christopher Kreig
NYC Office

>>> It's happened again, and I know for a fact I'm not the only person it's happened to. I'm
>>>hoping

amount of information and, with the proper skills to parse it, could more efficiently investigate Anima related reports.

It quickly became clear that harnessing both modern technology and magic could lead to the DCMA assembling some extraordinary talent, so the agency's infrastructure continued to adjust, actively recruiting any Anima found who possessed unique skills the agency could utilize. Before long the DCMA had established a strong presence in the far corners of the internet. Websites and forum boards vaguely alluding to some great truth would attract plenty of visitors and through well implemented screenings any actual Anima would be routed to DCMA recruitment websites.

Over just a few short years, Dr. Marlowe's agency had put together an impressive collection of Anima covering a wide range of talents and abilities. The DCMA and its subsidiary companies became a sophisticated operation, offering their collective wisdom to any Anima they discovered. Newly discovered Anima would be taught about the conflict with the Doubt, and if they proved promising and dedicated, would be offered a job with the agency.

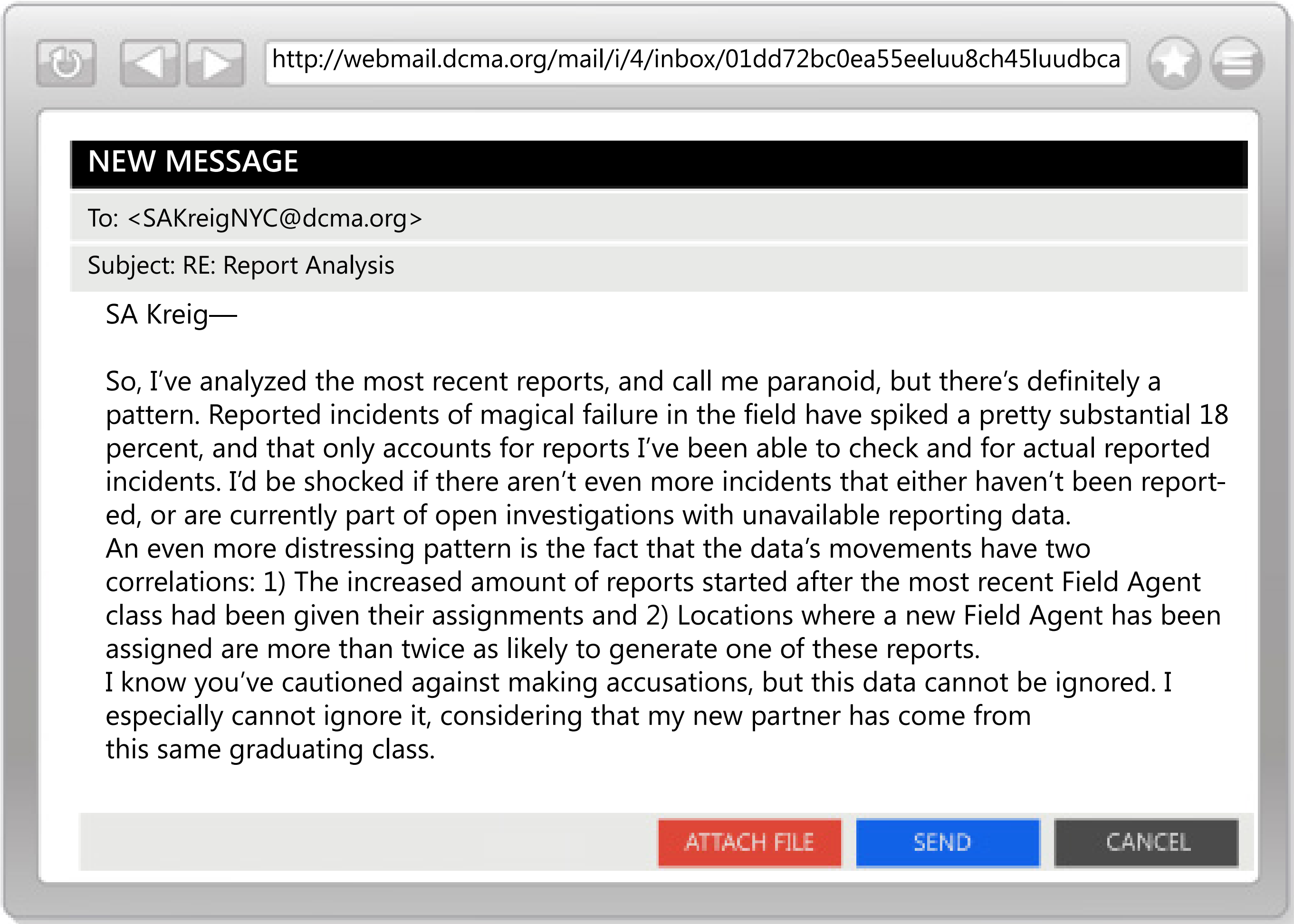
During this time, Dr. Marlowe was pleased with what the DCMA had become. For the first time in recorded history, Anima had banded together to reach out to one another. Dreamers no longer had to suffer alone and struggle as the Doubt took their sanity (or lives) from them. Together, the agency was making strides in learning how Reavers operated, what Anima could do to stop them, and how they could make the Waking World a better, more understandable place.

XORIGROT

This golden age of discovery would not continue without hardship. As the DCMA grew more acquainted with the many unnatural denizens of the Waking World, several dangers and threats were documented. Creatures and entities previously thought of as myth or legend could now be found anywhere from a secluded farm to a favorite urban dive bar. The waiter serving your food could be a parasitic alien, or a coworker at the office may turn out to be a vengeful monster who devours innocent people.

It had become clear that through magic, anything was possible, and while the Doubt was always fighting to do away with it all, some things slipped through the cracks. While the discovery that Anima were not the only strange things populating the Waking World was a difficult one to accept, it was far from the most frightening.

Whenever the DCMA's activities took them to the shadowy places of the Waking World, they found a name was being whispered. Much like a cloud of smoke, it was certainly present yet always intangible and fleeting.



http://webmail.dcma.org/mail/i/4/inbox/01dd72bc0ea55eeluu8ch45luudbca

NEW MESSAGE

To: <SAKreigNYC@dcma.org>

Subject: RE: Report Analysis

SA Kreig—

So, I've analyzed the most recent reports, and call me paranoid, but there's definitely a pattern. Reported incidents of magical failure in the field have spiked a pretty substantial 18 percent, and that only accounts for reports I've been able to check and for actual reported incidents. I'd be shocked if there aren't even more incidents that either haven't been reported, or are currently part of open investigations with unavailable reporting data.

An even more distressing pattern is the fact that the data's movements have two correlations: 1) The increased amount of reports started after the most recent Field Agent class had been given their assignments and 2) Locations where a new Field Agent has been assigned are more than twice as likely to generate one of these reports.

I know you've cautioned against making accusations, but this data cannot be ignored. I especially cannot ignore it, considering that my new partner has come from this same graduating class.

A series of reports began to surface regarding missing Anima. From initial review there appeared no obvious connection between the reports, but the frequency of the events, and the disappearance of DCMA personnel, eventually caused the agency to investigate more actively. Supernatural denizens were questioned, cases of Anima behaving strangely surfaced, and the occasional Dreamer turned up dead. Each time, the name Xorigrot would be lingering in the air.

Concern about the implications and what possible association Patient 1-15's legendary nemesis may have with these events had the newly formed Anima society buzzing. Theories surfaced on forums across the internet and rumor had it that Xorigrot was striking out against Anima everywhere, waging a war against those who would follow in Patient 1-15's footsteps. The truth proved to be more far reaching than anyone expected.

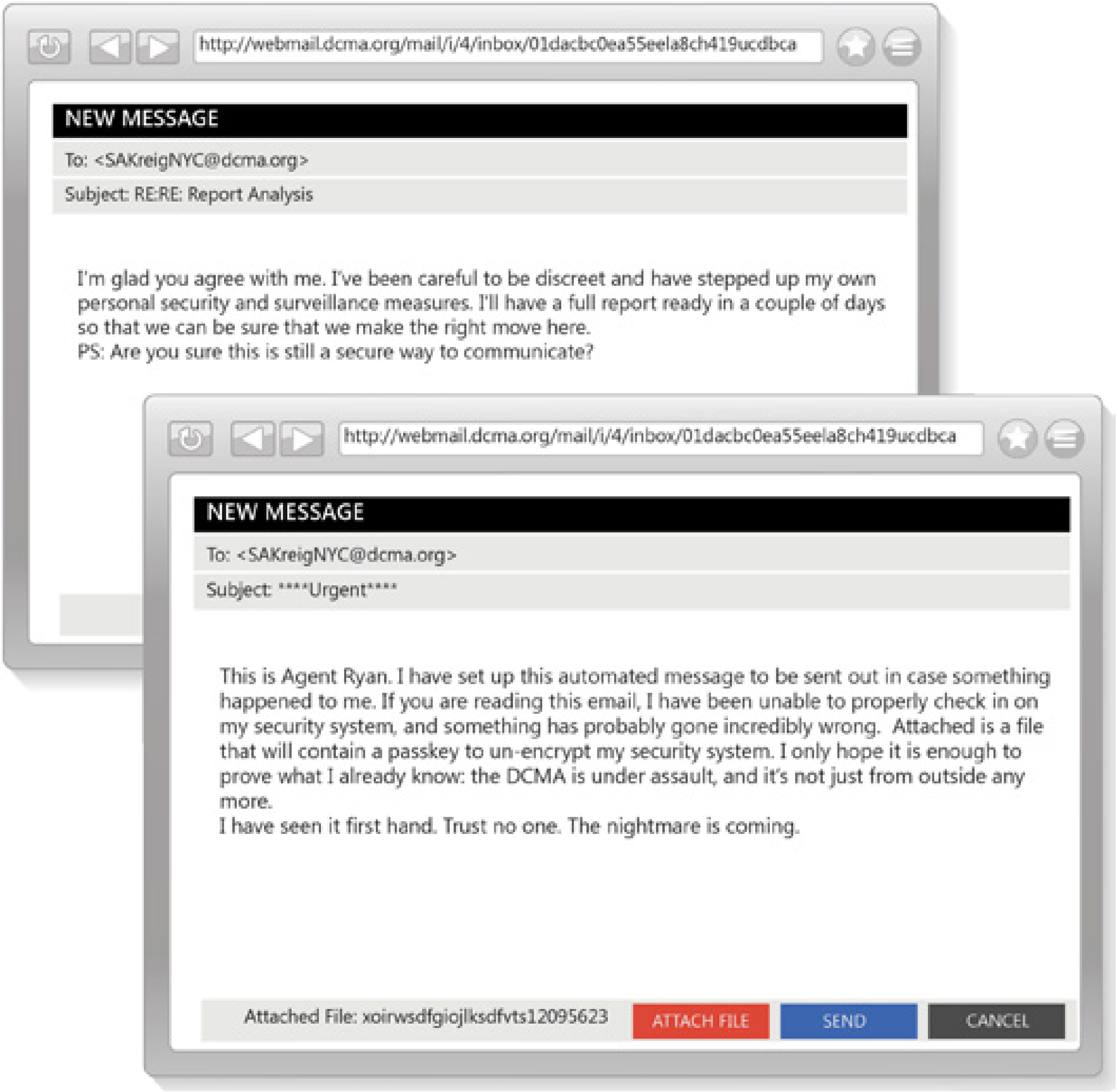
A particularly paranoid DCMA operative had filed multiple reports that their fellow agency member was exhibiting the exact kind of suspicious behaviors so many had linked to the Xorigrot investigations. Fearful that such paranoia would lead to dysfunction among the agency's operatives, the DCMA largely dismissed in-house accusations and suspicions as the Doubt's fear mongering. This remained the case until the aforementioned paranoid operative was found murdered in their home. Despite the heartbreak of losing one of their own, it was what the DCMA uncovered at the crime scene that changed the agency forever.

AGENT RYAN'S DISCOVERY

Agent Ryan was a relatively new addition to the DCMA, and unlike the agency's founding members, his reports were often dismissed as inexperienced field work. After his murder, the DCMA meticulously combed through Agent Ryan's home to uncover a crafty devotion to documentation. Having been thoroughly frightened by the facts of the Xorigrot investigation as well as what they may be implicating, Agent Ryan took to documenting and recording everything in his professional life.

Having become convinced that the Xorigrot investigation strongly indicated potential corruption inside the DCMA, Agent Ryan kept a particularly keen eye on his work partner. His recorded accounts of behavioral changes within his partner showed an escalation in paranoia that eventually lead to setting up surveillance equipment in Ryan's own home. Video footage of Agent Ryan's murder was eventually recovered by the DCMA, proving that his partner did in fact kill him.

Beyond the unspeakable betrayal taken against agent Ryan, the footage showed his murderer working with an accomplice, and together they spoke of serving MOX.



http://webmail.dcma.org/mail/i/4/inbox/01dacbc0ea55eela8ch419ucdbca

NEW MESSAGE

To: <SAKreigNYC@dcma.org>

Subject: RE:RE: Report Analysis

I'm glad you agree with me. I've been careful to be discreet and have stepped up my own personal security and surveillance measures. I'll have a full report ready in a couple of days so that we can be sure that we make the right move here.
PS: Are you sure this is still a secure way to communicate?

http://webmail.dcma.org/mail/i/4/inbox/01dacbc0ea55eela8ch419ucdbca

NEW MESSAGE

To: <SAKreigNYC@dcma.org>

Subject: ****Urgent****

This is Agent Ryan. I have set up this automated message to be sent out in case something happened to me. If you are reading this email, I have been unable to properly check in on my security system, and something has probably gone incredibly wrong. Attached is a file that will contain a passkey to un-encrypt my security system. I only hope it is enough to prove what I already know: the DCMA is under assault, and it's not just from outside any more.
I have seen it first hand. Trust no one. The nightmare is coming.

Attached File: xoirwsdfgiojlksdfvts12095623

M.O.X.

Agent Ryan's murder was the first case where the DCMA could finally put a name to what was rapidly shaping up to be their enemy. It could no longer be denied that there was a very real danger out there and it was striking out against the DCMA by specific, targeted design. In the following months, the members of the DCMA would expose a previously unknown danger to their way of life.

Since the advent of the DCMA, the accounts of Anima falling apart under the pressure of their new existence had dropped in frequency. Having fellow Anima to lean on and share experiences with not only gave the psychological comfort needed to deal with the Doubt's pressure, it also gave strength in numbers, helping Anima confront Reavers with more frequent success. The truth was, it was becoming less common to hear about Anima losing their war with the Doubt on their own.

Instead, those who fell now typically did so with their friends by their sides. The true problem, however, was that falling did not always mean dying.

Unbeknown to the DCMA, Anima who lost their battle with the Doubt by giving in and welcoming the ignorance of its embrace were no longer Anima at all.

Once the Doubt is welcomed back into the mind and heart of an Anima, it destroys their Crux, leaving them an empty Void with only an insatiable need to destroy magic.

Quietly, fellow Anima had periodically been losing their battle and on the surface, only minor changes in behavior had been noticed. Meanwhile, these Voids had been filled with the Doubt's hatred of magic and were actively seeking one another out to better organize their efforts at destroying it.

Calling their organization the Minions of Xorigrot, or MOX, Anima were once again banding together but this time for a completely nefarious purpose. Under the banner of MOX, Voids had created a cult-like bastardization of the DCMA, using their intimate knowledge of Anima society to better hunt the very Anima they once called brothers and sisters.

Perhaps most terrifying was the fact that these Voids were able to extend their aid to actual Reavers, who recognized the touch of the Doubt, and treated them as allies.

The revelation proved to be more than the DCMA was initially prepared to handle, and was immediately followed by several years of less than commendable purging as the agency turned its terrified gaze on its own members, desperate to weed out the poison of MOX.

Amidst this chaos, MOX took a strong foothold in the Waking World, ensuring that it would persist and forcing the DCMA to yet again restructure with a new purpose in mind.

THE NEW DCMA

Having been torn asunder by infighting, the DCMA took an emotional blow when its founder and namesake announced his resignation. Dr. Marlowe openly stated that the DCMA had outgrown his influence and was now a cornerstone of Anima society.

Despite his distaste of the savage infighting, he would remain a part of the agency, but he felt it was his purely scientific manner of thinking that lead the DCMA down a dangerous path, unaware and unprepared for the dangers lying in wait.

As Patient 1-15 tried to warn him in the past, the nightmare was coming. Now MOX had become a very real threat and Dr. Marlowe felt it was time for new minds with better aptitude for law and warfare to lead Anima into the future.

This resignation revitalized the DCMA, bringing some zealous forward thinkers to the table. It also opened up a new level of social awareness, as many were quick to point out that while the DCMA was in shambles, members of MOX were committing crimes against both Anima and sleepers without repercussion.

With the rallying call of doing justice to Dr. Marlowe's dream of an Anima society, the DCMA called together its judicial minds and instituted a legal system that would be used to hold Anima everywhere accountable for their actions.

Called only "The Codex," Anima drew up a written document accounting the legal obligations and rights of Anima. Accounting for the unique circumstance of having to deal with events of magical nature, The Codex explains when it is necessary or appropriate to deviate from local laws on account of being an Anima, and when using magic is considered unacceptable behavior that breaches the spirit and intent of mundane law.

After having been drawn up, the Codex was made "law" after successful majority vote of all registered DCMA members.

Once the Codex was made law, it required two separate groups to be made to ensure these laws could properly be enforced.

THE TRIBUNE

In order to adjudicate legal issues where the interpretation of laws was necessary, a Tribune for designated geographical areas would be appointed by vote each year. These Tribunes would sit as a form of judge, presiding over legal cases and acting as a sort of elected government official for Anima society. Acting Tribunes served for one year and could not repeat consecutive terms.

The duty of a Tribune is a difficult one. Being in an elected position requires a healthy dose of public visibility to DCMA members as well as a strongly respected reputation for having an agreeable interpretation of the Codex. This causes many Anima who serve as Tribune to be very active in DCMA politics, publicly stating their intents and desires for the agency whenever given the chance. More often than not, they are the closest Anima society gets to its very own politicians. This is not always the case, however. At times, be it because of a meteoric rise in popularity, or being the only trusted individual in a low population region, someone who is relatively unprepared for the position of Tribune can be elected. These situations can lead to all sorts of complicated issues, from outsiders looking to strong arm the inexperienced Tribune, to cases coming to disastrous conclusions and causing a public stir.

Being appointed Tribune will cause the DCMA to create an appropriate cover story that will give the new Tribune time and ability to preside over issues. Most Anima citizens lead normal lives and have professional or familial responsibilities that they cannot simply walk away from. To account for this, a handler is appointed by the agency to confer with the new Tribune and help concoct an acceptable solution. These cover stories can be as simple as taking an unpaid vacation from work or putting children into agency supplied daycare, to more complicated solutions such as creating an alternate identity or faking the Tribune's death. No matter what solution is ultimately agreed upon, the DCMA will use its considerable resources to accommodate the new Tribune and ensure their service to the agency creates as little an interruption to their normal life as desired.

FIELD AGENTS

Unquestionably the most visible and active creation to come from this process are the DCMA's field agents. Selected from among the DCMA members, these field agents would be organized into a subsidiary entity to act as a form of law enforcement. Agents would be monitored and trained to investigate circumstances now being deemed illegal Anima activity, and fight against Reavers wherever they were found.

Their creation, and the public proclamation of their devotion to protecting Anima from the Doubt, was lauded as a triumph by the fledgling Anima society. For a time, field agents were seen almost exclusively as modern day knights in shining armor—arriving in times of danger to rescue fellow Anima, with no required compensation. Field agents' impact on Anima society remains significant but how they are perceived is no longer a unilaterally warm welcome.

THE DCMA IN THE WAKING WORLD

With these changes, it also became abundantly clear the DCMA would have to be much more aggressive in their involvement in the sleeper's world. Field agents, for example, would need proper cover stories so they could exist while abiding by sleeper law without issue. Greater access to the goings-on of certain parts of sleeper society would be crucial in their conflict with outside forces. Politicians needed to be paid off, hospitals set up for emergency use and the many companies owned by the DCMA would need to legitimately generate substantial income to support the Anima related DCMA activities. The DCMA is now a very real, legitimate conglomerate business with many separately owned entities of various levels of visibility to sleeper society.

LIFE AS A DCMA CITIZEN

For most Anima, being a part of the DCMA is the tiny act of submitting an application. Once having done so, they are now registered members or "citizens" of the DCMA. This grants them all rights and privileges the agency offers which are:

1)Protective Assistance when Dealing with the Doubt

This right is by no means an assurance of safety on behalf of the DCMA, rather it is a promise that the agency will act in any reasonable means to help a citizen fight against the Doubt. The Codex explicitly references Reavers and Voids as the permissible threats the agency is required to maintain safety from.

Commonly referred to as the right of protection, it is a frequent point of debate whether or not the Codex should be amended to officially include other Anima. Since safety or the right to life is a commonplace law in all civilized parts of the world, it has thus far been deemed unnecessary.

2)Fair Trial for any Violation of the Codex

This ensures that any arrest at the hands of field agents will result in no punishment until a fair trial is conducted.

In the event of an Anima being put on trial for crimes, the process was reminiscent of the U.S. legal system. A Tribune would sit as a form of judge over the case while jurors were selected at random from registered DCMA members. Legal counsel would represent both the accused and the accuser, and judgment would be handed out by the Tribune in accordance with the Codex and local laws.

In an effort to keep this process fair, active field agents of the DCMA could not participate in any part of the trial, disallowing them from serving as jurors, Tribune or legal counsel.

In exchange, a "citizen" of the DCMA has only two mandatory obligations, which are:

1) Obey the Laws Written into the Codex

Even though the entire Codex is publicly accessible in a digital format, most citizens of the DCMA understand that the primary principle or law stated by it is that local sleeper laws may only be violated with "just cause." The concept of "just cause" is loosely defined as "necessitated by unavoidable circumstances intrinsic to being an Anima."

Violation of this obligation is punishable in a myriad of ways, all extensively outlined in the punishment guideline of the Codex.

2)Serve as Juror

When trials for violation of the Codex are conducted, citizens are selected at random to serve as jurors. Failure to satisfy this obligation without proper exemption will result in revoking of membership to the DCMA.

LIFE AS A DCMA FIELD AGENT

Being a field agent of the DCMA is a demanding, full-time obligation. Serving in a pseudo civil service capacity, field agents enjoy the same privileges as normal citizens but are exempt from the obligation of jury duty.

In fact, once appointed as a field agent, they are no longer allowed to serve as either a juror or Tribune. Instead, they actively choose to undertake the additional obligations and privileges of serving as a field agent.

BECOMING AN AGENT

Whether recruited by a team or applying through an office, a potential field agent is assigned to a training program hosted by their local DCMA office.

This program requires a basic evaluation that checks for appropriate psychological and physical aptitude, upon which the potential agent partakes in a six month training program.

Once they have successfully completed the program, the trainee is required to participate in probationary field work. This field work is assigned by a Senior Agent (SA) and is reviewed by them upon completion.

If the work is found satisfactory, they are approved and become a full fledged field agent. If their field work is rejected, their application process ends and they are denied a field agent position for a minimum of one year.

Field agents are given a salaried compensation determined by region. This sum is loosely based on the current salary of local law enforcement officers, though it is very often somewhat higher.

All field agents follow the same compensation structure as dictated by their region unless they have earned the personal title of Specialist.

Specialists are field agents who have been awarded the title due to exceptional work history and highly focused skills pertaining to a specific duty. Once awarded the title, a specialist field agent gains certain exclusive privileges.

First and foremost, they no longer follow the standard field agent compensation structure. Instead, they operate on yearly employment contracts that can be freely negotiated with any office. Due to this, they tend to command a wide range of elevated salaries based on their skills, and can work in any office they get to sign their employment contract , instead of working in whichever one they get assigned to like other field agents.

Below is a list of the key functions a field agent will serve in the DCMA:

1) Patrol

Maintaining a constant presence throughout an office's territory is equal parts deterrence and early intervention. The act of patrolling a territory was initially intended to be a means of catching unbound Reavers or dangerous entities before they could do extensive harm. Due to how infrequently such things arise, as well as the large discrepancy between the size of a territory and the number of field agents able to patrol it, patrolling took on the equally important purpose of showing DCMA control to any organizations who would seek to usurp them.

In modern times the DCMA has plenty of enemies both big and small, so by keeping field agent teams deployed on regular patrols, they demonstrate their control of an area and dissuade enemies from setting up shop in the DCMA's backyard.

2) Investigate

Each office has on-site infrastructure devoted to monitoring crime. This process attempts to flag any criminal activities that showcase magical involvement. Once flagged as such, a DCMA case file is assembled and passed down by an SA to a field agent team to investigate.

During this investigation, field agents make every attempt to uncover any magical involvement and decide if the Codex has been violated by anyone. Reavers are always persecuted without hesitation, but other Anima or magical beings may be questioned or even arrested before being brought to a trial that will ultimately decide their fate.

3) Hunt

Finding and destroying Reavers and apprehending convicted Anima criminals is some of the more dangerous work field agents are responsible for. This process tends to require specialized skills and is the bread and butter of how the DCMA earns support for its existence. At some time or another, every Anima finds himself or herself in need of assistance because of the Doubt's minions. Having a well trained, battle hardened team arrive to help them deal with a dangerous Reaver is sure to earn some lasting support.

For a hunt, a case is assigned to a team by a Senior Agent declaring a target for either arrest or elimination. For Reavers this can occur on the heels of a report that verified their existence or as a follow up to finish eliminating one that has escaped other field agents.

A hunt case targeting an Anima can be the byproduct of several situations. The rare escaped prisoner can be the subject of a hunt case, as can a known affiliate of an illegal opposing organization. Most hunt cases assigned to catch Anima are created after an investigation case has been completed to determine guilt in a crime.

Along with their danger, hunt cases also cause the largest number of jurisdictional conflicts as the subjects of such hunts will often cross in and out of other office territories causing field teams to butt heads with one another.

4) Train

Keeping sharp and up to date on the agency's methods is a requirement of all field agents, and to meet this obligation they must attend in-house continued education programs every year. These programs last for two weeks and their completion is verified by a SA before being accredited to the field agent.

Particularly ambitious field agents who desire advancement to the position of Senior Agent may also enroll for specialized training each year. This program runs for four weeks and must be completed each year, for three consecutive years, to be eligible for a nomination when Senior Agent votes are taken.

5) Outreach

Viewed as the true purpose of the DCMA by many, making contact with new Anima and introducing them to Anima society is a huge contributor to the DCMA's collective goodwill. Awakening is a trying ordeal, and the lack of education or assistance frequently leads to disastrous results. How this task is handled will vary from office to office in accordance to the population demands of their territory, but more often than not, on-site staff will monitor everything from websites to hospitals to try and catch wind of any new Anima. Along with this relatively mundane screening process, outreach specialists are a commonly desired and highly sought after asset.

6) Recruit

For the DCMA as a whole, recruitment is typically an organic process that doesn't require extensive time or energy, but on a more local scale, recruitment can be vital as well as costly. Since each field office operates under its own limited budget, having the proper balance of field agents is vital. Diversifying an office's available skill set and simultaneously preventing impressionable Anima from being persuaded by alternate organizations makes recruiting a much more serious task and concern in heavily contested areas where the DCMA is facing opposition from MOX, UV and other similar groups.

On a more intimate level, field agent teams are always looking to strengthen themselves, so finding a promising Anima and convincing upper management to approve their addition can be a way of keeping a team's reputation and performance above their competitors.

DCMA FIELD OFFICES

Offices can vary in size based on the population and size of the territory it is responsible for. Staff is comprised of on-site workers who manage the many clerical and technical demands of the office and field agents who are grouped into teams. On-site office workers all report to a Site Manager, who is in charge of everything in an office from personnel decisions, to budgeting, to daily management.

As for the field agents, they each report to their team leaders, who report to a Senior Agent. In large offices with multiple Senior Agents, they will report to a Chief Senior Agent (CSA) who works side-by-side with the site manager in all matters pertaining to the office. Should an issue arise where there is a dispute between the "two houses," they bring a dispute proposal to a local Tribune who decides the course of action the office is to take.

While the general rules and operations for all DCMA offices are the same, there can be quite a large bit of deviation in both their appearance, as well as the nuances of their day to day activities. Where a particular office is located contributes largely to its unique characteristics, which is why specific offices are always named by their location in conversation.

To fellow DCMA members, the location of an office speaks volumes about its behaviors. In remote areas with smaller populations, it is assumed that a single office covers a large territory and thus is accustomed to having operational freedom. Never having to worry about coordinating with neighboring offices, their field agents put a high priority on versatile teams with little thought on the bureaucratic ramifications of their actions. It's possible for an office like this to have a very small group of field agents who manage their territory with relative autonomy.

For highly populated areas, office territories tend to be considerably smaller as higher numbers of people generate larger investigatory concerns. Offices in areas such as these can have several full teams of field agents who need to work efficiently with neighboring offices, as they will find their duties frequently crossing over into one another's territory.

In these ways, DCMA offices mirror many of the common social and organizational characteristics seen in sleeper law enforcement.

PART OF THE TEAM

Among members of the DCMA, field agent teams form a subculture of their own. Highly successful teams can earn a substantial reputation both professionally and socially. On the professional side, this breeds a fairly competitive environment in many places, with teams striving for high marks when their office publishes their reviews. Things such as Senior Agent recommendations, case closure rates, and conflict resolution can all be added to the DCMA's files accrediting a field agent team with a vaunted service record. This has rapidly become a

hotly contested point of pride, particularly in dense population areas where several teams operate within the same territory.

As for the social reputation, members of the DCMA who do not actively work for the agency often find the exploits of specific teams reaching their ears for many reasons. Many times in investigations Reaver problems or even MOX threats are all handled by prominent field agent teams, all to the benefit of DCMA members.

This has caused many citizens to see certain teams as everything from soldiers to heroes, a handy perception for those teams whose members might enjoy added friendships, perks or respect. In rare cases, teams have had their reputation swell so largely from involvement in key circumstances that their name becomes a part of DCMA culture much as a celebrity would be to sleepers.

Mainly due to the Anima inclination to form Covens, the DCMA tends to give its offices a great deal of leeway when choosing its members. One Anima who makes an excellent field agent tends to perform much better if their Covenmates work side by side with them, as opposed to dividing the Coven across separate teams or offices.

Productivity is also a strong contributor in this policy, as a team's needs, or the skills available from a potential member, can vary widely.

Take for example a team with exceptional combat training, and members with particularly combat oriented Animus. They may seek to recruit a new member with remarkable social skills or who exhibits an Animus with great utility. Since teams can encounter a wide variety of situations in their field work, it is common for them try and build a well rounded group so they do not require outside assistance consistently when in the field.

In bigger offices it is much more common to see teams assembled with specific tasks in mind such as hunting Reavers or investigating crime scenes, due to having plenty of other agents at the office to handle the tasks they eschew in favor of this better efficiency.

THE ENEMIES OF THE DCMA

Despite being the most iconic and universal enemy of Anima besides the Doubt itself, very little is known about MOX outside of its members. The Minions of Xorigrot seek to finish the task of eliminating Anima from the world, a mission that allegedly begun in earnest early in the DCMA's development.

Presumably led by Voids, Anima who have been subsumed by the Doubt, MOX became a formal entity out of necessity. The formation of the DCMA did not escape the Doubt's notice, and in the beginning, there seemed to be little genuine threat to the Doubts existence. To most Anima, their daily actions appeared to go without the Doubts notice. Only efforts of making magic real in the literal sense seemed to earn the Doubt's ire, but many now point to MOX's existence as proof of the Doubt's intelligence.

During the formative period, the DCMA was completely unaware of the renewed influence the Doubt could have over Anima. Voids were secretly uniting, setting into motion plans to destroy the DCMA from within and stopping the growing threat of Anima working together. Often referred to as the secret war, the conflict between MOX and the DCMA proved savage and twisted from the start.

Voids exhibited peculiar capabilities, able to strengthen the Doubt at times, making magic ever more difficult to use, while weakening it at others, allowing them to capitalize on the vulnerabilities of unsuspecting Anima. Perhaps more dangerous than the unique ability to manipulate the Doubt, Voids are capable of interacting and working with Reavers of all kinds. Frequently they will seek each other out to ally for the purpose of destroying Anima.

Together, Voids and Reavers made a formidable team able to work against Anima in various capacities be it socially, economically, or violently. Many lives were lost before the DCMA even knew what was actually going on.

From the moment the DCMA became aware of its existence, MOX fell under thorough assault. In the panic and fear created by the revelation of MOX's existence, the DCMA took to extreme levels of paranoia, persecuting innocent and guilty alike in the effort of crushing any treachery in their midst. Despite this reaction, the initial period of time that MOX was able to operate without notice gave them enough foothold to set some basic infrastructure in place. The DCMA's zeal in their effort to stomp them out nearly succeeded, but infighting over the methods of achieving such a victory gave them pause long enough for MOX to lick its wounds and better hide its activities.

Though it can be said that today the DCMA maintains the strongest position visibly in Anima society, MOX is without question the great power lurking in the shadows. Operating as a cult-like inquisition, MOX enjoys a membership with unfailing devotion and a singular purpose to which they bend their considerable resources on a daily basis. Very much the boogiemen of Anima society, MOX represents something all Anima dread—a world where the only dreams allowed are nightmares.

In recent time it has been learned that MOX has taken crafty steps to ensure they are able to wage war against Anima in secret. They typically use elaborate written signals or body language to identify one another. Members have also made great strides in learning how to coexist with Reavers, using their strange powers to enslave Reavers and put them to more focused and intelligent use on the Doubt's behalf. MOX has even been known to negotiate with a Nemesis to strike agreements of mutual benefit typically revolving around the killing of a particular Anima.

UNITED VISION

The DCMA's vision of a proper Anima society is not without its detractors. The loudest voices among these opposing forces belong to United Vision. This group has gathered those who believe the status quo of the DCMA is perpetuating a problem rather than fixing one into a cohesive organization. The primary objection against the DCMA shouted by UV is the choice of upholding sleeper rights and privileges at the expense of an Anima's.

There are no small amount of Anima who hold the DCMA in contempt for forcing them to live by the laws of sleepers. Many feel that sleeper rules and laws should not apply to Anima society as they were not created with an understanding of what Anima life is like. Essentially, magic changes all the rules and the members of UV believe that it is unfair for Anima to be forced to adhere to the laws of sleepers, even more so when it is often believed that they are part of the main problem Anima face.

Members and supporters of UV agree on the unfair status that sleeper laws subject Anima to, but that is the only major idea they uniformly subscribe to. The second concept is where their greatest difficulty lies, and is a huge source of internal strife that has limited their efficacy at opposing the DCMA.

Anima of UV believe sleepers are by their very nature part of the problem. By continually failing to break free of the Doubt, their disbelief fuels the Anima enemy and ensures that it is not completely overtaken. Ultimately, this leads to two prevailing schools of thought within United Vision.

First is the more unity oriented principle of "Anima first." This interpretation poses that the laws of sleepers should not apply to Anima and until Anima society has real laws of its own, Anima should not be punishable by local law enforcement. The supporters of this theory will loudly protest or oppose any incident where the DCMA has judged an Anima to be subject to a local trial. According to UV, these local trials can't be trusted as the DCMA takes an active hand in them to ensure their integrity is upheld against potential magical interference.

Of course, UV claims that is merely propaganda that allows them to punish whomever they see fit while using local laws as the scapegoat. United Vision is quick to step up their protests and take an active hand in helping an Anima having issues with sleeper law if they have a particularly relatable story, such as being forced to serve time for an infraction deemed avoidable by the DCMA but understandable by Anima society, like carrying illegal weapons.

It is this ideology that is most commonly attributed to UV, giving much of Anima society the view that they are socially active legal activists. Whether they are philanthropists offering their services to protect those in need, or predatory legal counsel hoping to use one Anima's plight for their own agenda depends entirely on who you ask.

The second, somewhat less common interpretation of United Vision's message is the extremist view that sleepers are quite literally enemies, and their very existence puts Anima lives in danger by feeding the Doubt with their disbelief. Most who cling to this concept don't actually believe that sleepers need to be killed off entirely. Instead, the most prevalent of those who espouse this belief feel that if enough sleepers were killed, the Doubt would weaken substantially, perhaps enough to break completely. This would end the constant danger of living as an Anima and effectively save the sleepers who survive by making them Anima as well, giving everyone a future without the Doubt.

Deemed radicals by even those who agree with UV's message, the violent, terrorism-like acts taken by these people in UV's name give the group an ugly black eye, one that more socially respectable members are quick to denounce. Though it is true that these activities give UV perhaps its largest hurdle (who wants to support what most feel is outright murder?) their devotion and the fear such tactics inspire lend a level of militant respect, giving those who would seek to act against UV pause.

COVENS

Drawing its nomenclature from the traditions of old, Anima have in modern times restored the practice of Covens. Larger organizations such as the DCMA may have a wide scope, but it has become an increasingly popular practice for Anima to band together in smaller, tightly knit groups to better satisfy their needs. First and foremost among these needs is protection, something that all Anima value.

Reavers and Voids are constant threats, physically and emotionally, so seeking strength in numbers is natural. Covens, however, serve an equally important role of offering Anima camaraderie that is difficult to come by in their normal interactions with sleepers. Only fellow Anima can truly appreciate the experiences and hardships of living at constant war with the Doubt, thus many Anima relish any chance to form relationships with those who can understand them.

What exactly makes a group a Coven is variable when it comes to behaviors and intentions. Some Covens are little more than a group of friends who stick together because of mutual desire for safety and companionship. Others operate with a hierarchy and symbolic membership much like an urban street gang. Some Covens operate with an even more rigid adherence to the concept's origins, allowing membership only to those who devote themselves to the Coven's cause and undergo specific rites to become indoctrinated.

Regardless of the associated behavior or responsibilities, truly being a part of a Coven is an instinctive form of magic that every Anima is capable of, sometimes without even realizing exactly what it is they are doing. The subtle connection that is created between Anima when becoming part of a Coven shows that the member is now sharing their dreams with others. The act of making this connection requires an expenditure of three Conviction, after which, any Anima who are part of the Coven may now enter one another's dreams by Dreamwalking—much the same way they would enter the dreams of a sleeper.

Covens have rapidly become so common among Anima, and seem to most such a natural behavior, that any large organization now operates under the assumption that its members will most likely belong to one. At times, in more demanding or militant organizations, this can require that the Coven as a whole belong entirely to the organization so as to prevent any potential conflicts of interest. Many stories are told among Anima about Covens being torn apart as some of their members found a strong connection to a particular group, only to have their Coven become their enemy when they joined.

Protection is not the only reason Anima band together. With the discovery that magic is real comes a whole host of new questions that beg to be answered. Which among the legends of magic and sorcery were real and which are nothing more than fantasy? How does one use the traditions of the past to weaken the Doubt and create new magic? Who among Anima have learned such answers, and are they willing to share them?

Anima from all over the world sought answers such as these, and their quest for knowledge inevitably gave rise to Orders. Formed among those who would seek to understand and master magic, Orders are loose affiliations between Anima who share a keen interest in a particular Tradition. They can range from a simple club of like-minded individuals who meet to share what they have learned to formal institutions that span the globe.

Some of the more well known Orders are the Temple of the Oneself based in New Mexico, the globally-active Harmony Now, the "back room" patrons of the Black Goat Practical Magic And Tincture Shoppe in New Orleans, and the online-based Witchcraft collective known as The Guild.

The Temple of the Oneself is a highly structured Shamanistic Order operating out of New Mexico. What started as an effort to properly educate people on multiple forms of shamanistic ritual and practice is now one of the more popular destinations for cleansing rituals among Anima and sleepers alike.

When interest in spiritual mind alteration started to seep into the mainstream consciousness, Anima feared that "spiritual tourists" could be putting themselves in serious harm by performing dangerous rituals without proper education. In an effort to keep these rituals safe and legal, a small group of Anima traveled the world to find multiple shamans willing to travel to America and establish a true center for Shamanism, with each shaman's culture and Practices being properly represented.

The Temple itself is actually a compound that offers access to multiple spiritual rituals within the Shamanism Tradition, with each one being presided over by shamans of the appropriate belief system. In this way, sweat lodges, purification huts, and guided spirit-walks can all be safely performed under the tutelage of masters of each art.

Harmony Now is a Druid Order that has also become a hotbed of Anima politics. Harmony Now is a global organization that has both spiritual and political components that oftentimes makes for strange bedfellows.

What makes Harmony Now so unique is that it has opened itself up to membership to anyone who may follow the Druidism Tradition, whether it be sleeper, DCMA agent, or United Vision member. While the inner workings of the Order's Druidic Circle are secret to outsiders, it seems that everyone agrees that when viewed in the context of sharing Druidic knowledge and wisdom, Harmony Now is truly free of prejudice and all of its members work side by side regardless of their standing within Anima Society.

Once outside the Druid's Circle, however, all of that changes. Harmony Now also has an extremely active political wing that has been described as everything from a United Vision front, a DCMA conspiracy, and an out and out eco-terrorism group.

With so much of its leadership shrouded in secrecy, the only thing that is certain about Harmony Now is that its members are often viewed with a cynical eye from the outside world, and are often faced with a common question: "Just whose side are you on anyway?"

In New Orleans, rumors of secret goings-on in the back room of The Black Goat Practical Magic and Tincture Shoppe have existed for as long as the store itself has. The proprietor of the shop, a mysterious woman known only as Madame Violette, has done nothing to discourage the rumors, helping to maintain The Black Goat's business high even outside peak tourist season.

While not all of the rumors about Madame Violette or her shop are true, the fact remains that the shop does have a back room open only to those who are serious about the practice of Voodoo.

The Black Goat has become famous among Anima as the premier place to practice and learn practical magic, in no small part due to the influence of a DCMA Senior Agent who served as an apprentice to Madame Violette before he awoke.

It is said that if a spell has been cast or a Practice performed, someone in the back room has seen it happen or knows someone who has. This has made membership in the Black Goat Back Room Club widely sought after by any Anima who is magically inclined.

On any number of online communities, it is common to find members with a unique signature containing a seemingly random mixture of letters, numbers, and symbols. These signatures are anything but random, but instead are markers made to be understandable only to members of The Guild.

The Guild, as it has informally come to be called, is a loose collective of Witchcraft Practitioners who have come together to learn and teach their craft exclusively online. One of the core tenets of The Guild is that each member participates anonymously, using only their signature codes as a form of identification.

In this way, The Guild is guaranteed to have no leaders and no political aspects, but instead is focused purely on the collecting and teaching of magical knowledge. Regardless of a person's age, social status, or location in the world, every member of The Guild has access to every other member, ensuring a richer and deeper understanding of Witchcraft free of the limitations of traditional human interaction.

Many a DCMA agent have ended up posting back and forth on their phones on one of the Guild's many secret forums, never realizing that their fellow Guild member was sitting next to them the entire time.

Galen's Letters From The Front: Part Two

I was woken from my brief musing by a voracious roar on the battlefield. The knights had finally reached Reg'kal's honor guard. It seemed the General had just felled one. I followed the blood and there at the end of its trail was a knight half seated on the floor with an open axe wound pouring his heart's courage out on the field. Why the loud cheers? I looked back at the knights who had pinned the General and his honor guard off from his main force and after a moment, it struck me. I glanced back at the fallen knight, catching a small glimpse of royal blue cloth. The soldier was Commander Vachan!

My mind immediately began to race with fear. I had known Vachan a few years back, before the war for these territories had begun. He was a good man, a good leader, and a war hero for deeds of old. I saw in the faces of our men what this past week had cost them. Fear and weariness was etched upon each and every face with only the conviction of their commander, and the drive of a just cause keeping them going. Vachan was dead, or at least dying. The troll spearmen had already begun their battle song for victory and there were still several hundred of our men on the field.

Run, Galen, run.

Maybe it was the sound of the trolls or the sensation of lost hope, I'm not sure, but I was twenty yards down the rock before I knew what I was doing. There was a veritable sea of battle between myself and the honor guard, yet even with all that, I could clearly see Vachan's sullied armor shimmering in the bloody snow. With only a passing thought, my faithful steed Adius was at my side mid-run. I leapt upon his saddle and we were in full gallop effortlessly. In my heart I felt the light swell while I broke the first line of conflict at full speed. Swords shattered in the air around me, axes splintered inches from my face, and spears deflected before they could bite my flesh. My light was around me, keeping me safe, letting me part an ocean of violence. I was unstoppable.

I reached Vachan's body only to find him glaring off into the sky. Gently, I propped his head up on a random helmet I had seen nearby. My hands were shaking, as was my voice, when I said "I'm here, Vachan." I knew that I hadn't the strength or the ability to save him from all the wound had done. He was going to die. In his eyes there was a grief and sorrow so terrible it made my soul hurt.

"I was too slow Galen, too-" Vachan coughed up a bloody mess, "slow. Don't let this end, not here. I led them here alone among the wolves. Alone among wolves."

It was all I could do not to weep for my old friend. "No Vachan, you did your part, the light is with you" I replied. He spoke soft yet sternly, "Take it, Galen. The children of Hailen are praying tonight that mesmulat are just a fairy tale, help them keep their dream".

What was he saying? Looking over him again I saw what "it" was. There in the blood and snow I saw the flame spear "Lavaron." Vachan had been given the spear as a gift for his amazing defeat of the ice troll warlord Emijala. Legend has it that the elves crafted the spear with the blood of the fire lord himself after the battle of Tormis. Lavaron was glowing with inner fire at Vachan's side. Did Vachan mean for me to wield it? If I picked that blade up, soldiers all about the field would see that as a sign I was leading them. Could I do that? I was brave when it came to battle, sure, but only because in my heart I believed in what I fought for. I could fight for what I felt was right against any odds, but I had always been a coward when it came to others. I was afraid to let others depend on me all my life because I was always worried I'd fail and let them down. If I had embraced what I was as a child, maybe I could have saved my sister all those years ago. It may not have been my fault those orcs shot her, but it certainly was mine that I wasn't trained well enough to save her from dying. I spent several years after that taking shelter from my life, and myself, with the elves of Epilesis. The druids took me under their wing and one named Xento had always told me there would come a time I would both prove and decide that I was not a scared boy anymore but a brave man. A hero. A paladin. In my shock I could barely hear the swordsman next to me screaming my name for help as he became overpowered by troll brute strength. My heart was racing and my mind began to reel as I looked blankly at my surroundings. Men were screaming with mortal wounds, despair had fallen on our forces, and I felt dizzy and sick. The world swerved as it dawned on me I was going to pass out. Then things got dark.

CHAPTER SIX

DENIZENS OF THE WAKING WORLD

JOHN MCCALLISTER

Always a quick study, John became an Anima in his teens and rapidly learned how to use magic to make his life better. Whether he was charming the pants off his newest date, swindling gamblers out of their money, or wiping a cop's mind so they forgot he existed, John was always using his magic to get his way.

This also meant he was always being forced to do so time and time again, as he was always in some form of trouble or another. Running from a fellow Anima he conned out of a magical document, battling a Reaver he created after trying to negotiate with it, or fighting with an angry husband he had cuckolded were all minor disasters that became commonplace in John's world.

His hard living and dreadful dreams slowly became more than he could bare. It was fortunate for him that he met Shelly at college. The two became the best of friends and John lamented daily that she wasn't an Anima like he was. In John's mind, if anyone deserved the truth it was Shelly, for she alone loved the world and all it could offer like he did. Sadly, his effort to magically change her into an Anima failed and sullied not only their long standing friendship, but also their budding romance.

With Shelly out of his life, and the grief of his arrogant blunder hanging over his head, John became a mess. He frequently worked menial jobs just so he could waste his pay on cheap entertainment and booze. Though he couldn't admit it, he was floundering while being crushed by the memories of his often terrible dreams.

An agent of the DCMA found John and offered to take him into the organization as a field agent. Accepting proved wise in the short term for John, as he got his life under control, learned valuable skills as a DCMA agent, and even gained access to some extraordinary supernatural materials. John's inner battle still raged on, and he was losing on a nightly basis. His angst and turmoil eventually forced him to resign, and with no where to turn in his otherwise empty social life, he started hitting the local bar scene for distraction.

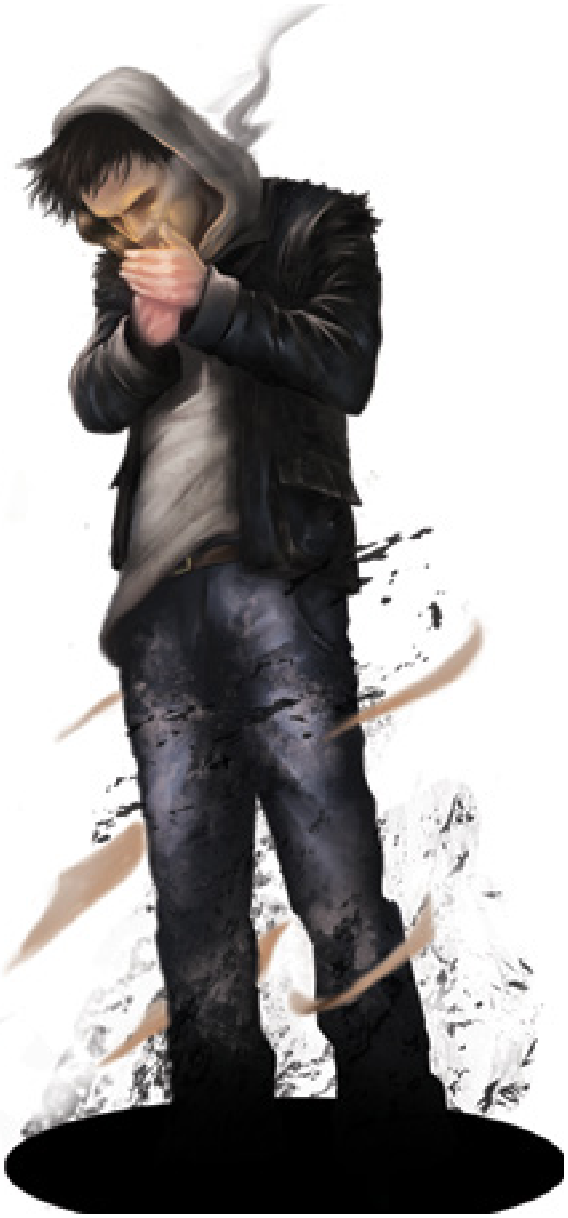
With years having passed, John met Shelly again at a bar where she told him not to beat himself up over his mistakes. She had come to love the life she had after their folly, and hoped that John would fight back his inner demons by using his gifts for a good purpose. Touched by Shelly's forgiveness and sentiment, John decided he would do something with his talents, but on his own terms, and not the DCMA's. By begging Shelly for weeks, he finally convinced her to help him open his own private investigation agency. Together they would help clients who had been harmed or cheated by the Doubt and give them justice or closure, whichever was most appropriate.

In the time that followed, their small operation earned respect. Though their clients were too few and infrequent to make any significant money, they were able to charge heavy fees for their special service and keep their heads above water in the downtime. This new venture had given John some will to stave off his incessant nightmares, but the battle was far from over.

It wasn't until John rescued a young, psychic girl in his dreams that things got easier for him. Naming her Erica, John and Shelly decided to adopt this unfortunate girl who had been orphaned from a dream. She proved to be a challenge, as she came from a past of violence and war that had never taught her how to be human. As payment for her rescue, the powerful psionic child offered to help John with his nightmares and in the process blocked his dreams from his conscious mind completely.

Now, John no longer remembers his dreams at all—including his Crux and his Animus. For him this respite was a blessing, as he could now go ahead and lead a good life without the terror of his own darkness overcoming him. He is sure that someday, he will have to face whatever it was that tortured him so, but he is willing to put it off as long as he can.

Description: John's appearance is always rough around the edges. A generally handsome fellow in a roguish way, his clothes are often plain, but well kept. His dark hair is always pleasantly disheveled, and his equally dark eyes can seem either intense or endearing, depending on how severe the dark circles beneath them are at the time. At 6 feet tall, he sports a lithe frame, and despite his previous hard living, John is in good physical condition at the age of 30.



STATISTICS

ATTRIBUTES			
STRENGTH	5	INTELLECT	8
AGILITY	5	PERCEPTION	8
ENDURANCE	5	CHARM	7

SHAPING	15	CONVICTION	0	REACTION	11
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	80	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	15	FIGHTING	2
LANGUAGES	7	FIREARMS	8
MEDICINE	4	HANDGUNS	8
OCCULT	15	MANUAL	6
RELIGIOUS HISTORY	12	SEARCH	6
LAW	5	SOCIAL	9
ATHLETICS	1	INTERROGATION	7
COMPUTERS	0	INVESTIGATION	9
CREATIVE	3	SEDUCTION	7
DRAWING	3	WEAPONRY	0

TRAITS

Mental Block: John has very elaborate and powerful blocks which prevent his conscious mind from remembering his dreams or anything directly related to them. This prevents him from accessing his Animus, as well as recalling anything he does while sleeping.

TRADITIONS

Voodoo: 15
Known Practices: Mojo Bag

Witchcraft 10
Known Practices: Magical Altar

ABILITIES

UNKNOWN

SHELLY EDWARDS

As a college student studying ancient religion, Shelly was always in love with life. She studied hard and partied often, seeking to learn and experience all she could. It was difficult for Shelly to understand people who did not see the wonder in it all, and she often felt her zeal for the majesty of life was without equal. That is, until she met John McCallister. He was a fellow student who was roguishly handsome and spent as much time studying occult history and ancient religions as he did other female students. They were friends from the start and had endless conversations about the beliefs of people and the need for good booze. Shelly had plenty of friends and, being outgoing and attractive, no shortage of dates, but it was John that always fascinated her most. He spoke to her of magic and secrets as if they were all real and he had an inside track on all of it.

The topic became a source of frustration for both parties. Shelly believed in her bones all the marvelous things John told her about. His stories of dreams coming true, magic in our world, and nightmares taking life all resonated deeply with Shelly. She became obsessed with finding a way to see what John did, and believe what John believed. Above all, Shelly wanted to learn, see, and grow. Without whatever it was that John had, she would always be missing out. After a few semesters their friendship took a romantic turn, and caused them to try something that would change both of their lives. John finally explained to Shelly that he believed there was an old magic practice that could open the eyes of a participant. He had studied it and concluded that if done correctly, someone could "see" magic as he did. Shelly was more than a little skeptical, but figured no harm could come of trying since the things required for the process were nothing more than a few personal items.

In the end, the ritual was only half successful. John had hoped to turn Shelly into an Anima. Instead, he peeled the Doubt back just enough to permanently allow her to see the truth. Unfortunately, without a Crux of her own, Shelly was still completely incapable of magic, but now she could see it without the Doubt's influence.

Shelly was quick to marvel at how the world had changed. She wept for all the sleepers who lived without knowing what could be, what truly was, and yet she saw how dangerous both magic and nightmares could be. It wasn't long before she realized that her paramour was a callous brute, using his gifts without any concern of repercussion. This realization soured her views of John because to Shelly even the religions of old and the most ancient of occult texts warned of the need for balance and purity of heart.

Seeing the truth had an unexpected effect on Shelly. The fun loving girl who was ceaselessly curious rapidly became a serious woman who saw the importance and need for a positive lifestyle. Darkness truly did lurk in the minds and hearts of people, and if care was not given, it had a way of spilling out into their world. Ever more disappointed with John's whimsical approach to magic, Shelly broke off contact with him, sure that he was headed down a path she refused to follow.

After college, Shelly spent several years in confusion. For the first time in her life, Shelly was unsure what to do with herself, and wondered where she would actually make a positive impact on the world. While she hoped to live a good life, her altruism was not so extreme as to give up on enjoying herself along the way. More than a few meaningless jobs came and went until she met Burt.

Burt was a minotaur who offered her a job helping him run his establishment, a local bar called Bottom's Up. As the center of both a city's nightlife and supernatural world, Shelly had finally found a gig she was happy with.

It was while tending bar one evening she found a haunted John McCallister, drinking away at his whiskey. They caught up on years gone by, and she offered him the wisdom she hoped he had heard so many years ago—"Live a better life, John." She told him redemption was nothing more than using his gifts for the better instead of squandering them on selfish pursuits. The chance meeting caused John to visit her bar for weeks, begging her to help him start over. Through no small amount of charm and persistence, Shelly accepted a day job as John's office manager. She would help him run a detective agency that would help those who had no chance of normal justice because of the Doubt.

Now Shelly's days and nights are busy, busy, busy. She manages clients and cases for her and John's agency by day, giving her a chance to help people who would slip through the cracks. By night she gets her kicks tending bar at a place which is the information superhighway of the magic world. She's even taken to studying kickboxing several times a week under the guise of needing to keep a fit body for her high profile bar gig. In truth, she just loves the idea of not being helpless should something evil cross her path. Looking after John and his associates has become a satisfying purpose, taking whatever little free time she has from her. Shelly is always busy these days, and happily so.

Description: Dressing plainly or provocatively is nothing more than an occupational hazard for Shelly. Her style, attire and hair all change to suit her needs. During the day she keeps her long, dark brown hair tied up or back, will wear business casual clothes, sometimes even wearing stylish eye-glasses, all to look the part of the detective agency's office manager. When tending bar at night, she'll showcase her natural beauty with cunning use of modern trends, all to ensure she stays a desirable attraction. A tall, attractive woman with a well toned build from years of kickboxing classes, Shelly has become very adept at manipulating her appearance to whatever end she feels necessary, be it a nondescript office worker, or a vivacious and sexy bartender.

STATISTICS

ATTRIBUTES			
STRENGTH	6	INTELLECT	6
AGILITY	5	PERCEPTION	5
ENDURANCE	8	CHARM	7

SHAPING	0	CONVICTION	0	REACTION	12
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	90	DOUBT	0	RESIST	0

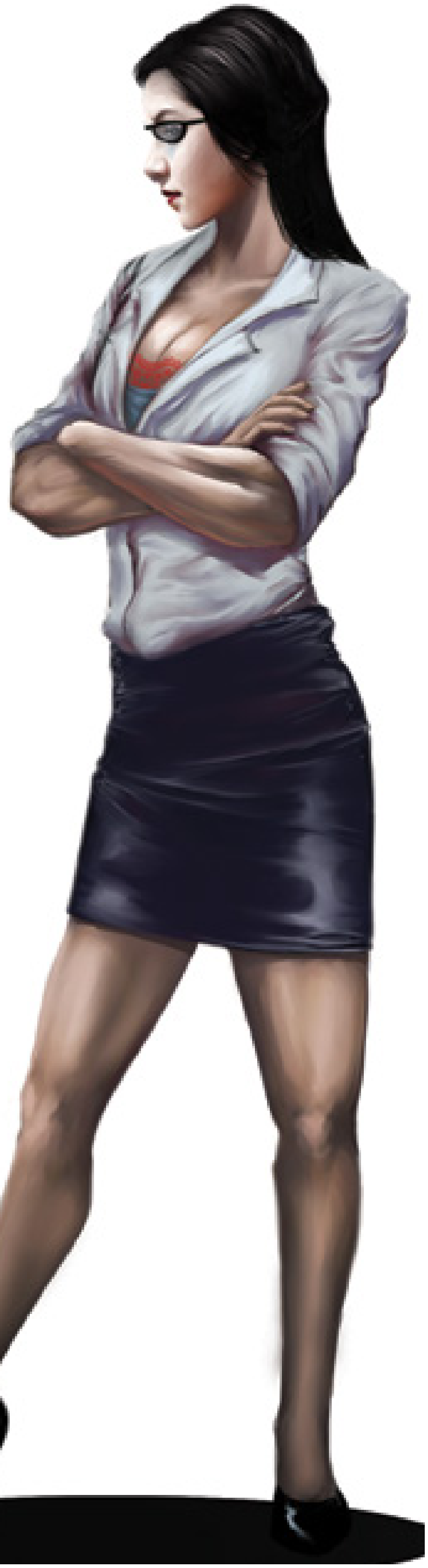
SKILLS			
ACADEMICS	15	CREATIVE	2
BARTENDING	7	FIGHTING	9
FINANCE	4	KICKBOXING	9
OCCULT	15	FIREARMS	0
RELIGIOUS HISTORY	12	MANUAL	0
LOCAL NIGHTLIFE	9	SOCIAL	7
ATHLETICS	5	SEDUCTION	4
COMPUTERS	4	INVESTIGATION	3

TRAITS

Awake: While not an Anima, Shelly has broken free of the Doubt just enough to be able to see past its influence. This allows her to see magic for what it is, but without a Crux, she can not perform it herself. She may, however, accept a Doubt point like an Anima to disbelieve something. Doing so even once will immediately change her back into an ordinary sleeper.

TECHNIQUES

Dramatic Pour: This character has developed a flashy method of twirling a liquor bottle and then pouring it when making a mixed drink. Using a combination of practiced coordination and clever body language, this can grant a +3 bonus to any AT made to impress or seduce a target while tending bar.



“TINY”

Though he goes by the human name of Steven Potter, Tiny owes his nickname to the cruelty of others.

Tiny is the IT guy responsible for all the network and technology needs of the office building he works in. He can frequently be seen shuffling quietly through the halls or crudely stuffing his enormous frame under a desk to do maintenance on a computer.

His quiet demeanor, disheveled appearance, and lumbering shape led many of the workers to mockingly call him “Tiny.” They’d ridicule his girth and accuse him of being dim witted. A dumb oaf, they’d say, always in the way and never keeping anything running properly. Yet no matter how malicious or common their taunting, Tiny never loses his temper, not once getting into a fight or dispute.

This could, of course, be due to the fact the Tiny is an Ogre. Among his tribe in the hills of Highland, he was known as Vorgast. For years, Vorgast was responsible for teaching the village children how to use magic.

The brightest children would be entrusted to his care so that he could share his formidable knowledge and ensure the tribe had a new generation of magi to replace him someday.

Vorgast’s fate took an odd turn when he ran across a strange “grooka,” or child ogre, in the wilds near his village. Having never met a human before, Vorgast assumed the person was an ugly ogre child in need of assistance.

When the strange person led Vorgast to the portal, he bravely traveled through to lend his aid to the young one. He ended up in a frantic office building full of tense “children” who couldn’t seem to get any of their devices to work.

Being the teacher he is, Vorgast immediately set to work using his magics to make all of the computers work correctly.

Now known only as Tiny, the Doubt has muted a great deal of his once revered power. He has adopted the persona of a tech worker named Steven who quietly and endlessly fixes the computers of a vast office building.

Despite all the hostility of his work place, Tiny sees the humans as nothing more than children and thus has an endless reserve of patience not only for their jeering, but also for their complete inability to learn the magic he’s demonstrating on a day-to-day basis which keeps their toys working.

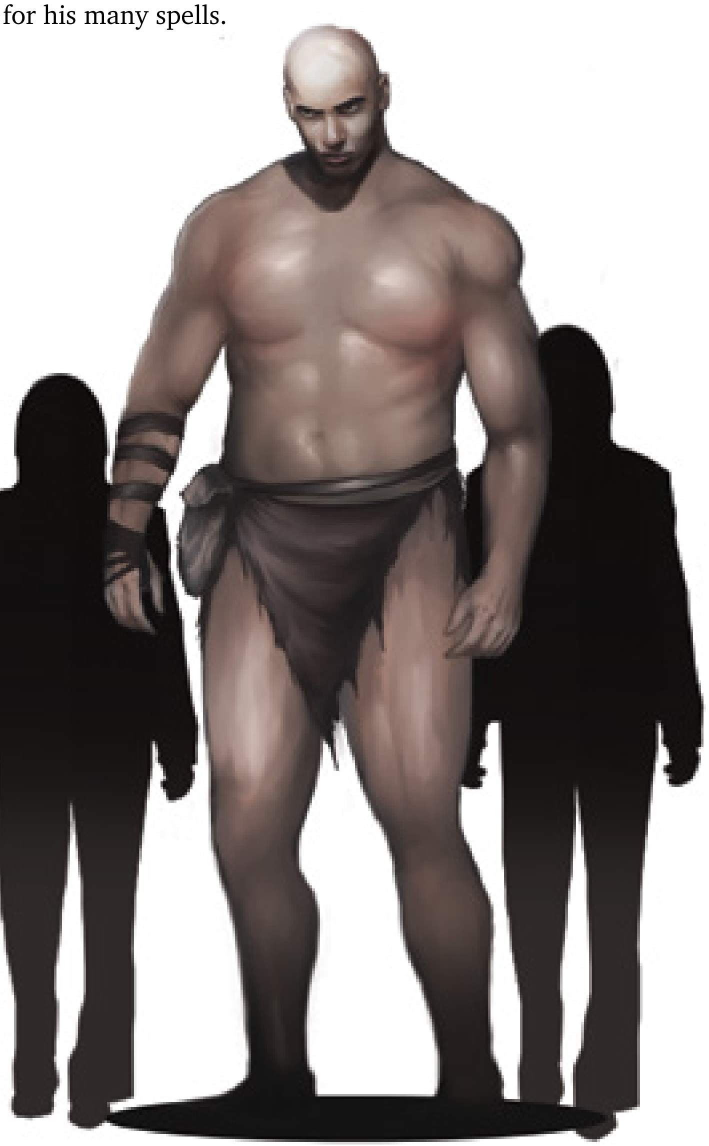
John McCallister came across Tiny while working a case and was quick to befriend the ogre. While John marveled at the gentle nature of such a creature, Tiny was overjoyed to finally see a grooka had at long last learned a bit of magic.

While it is uncommon for Tiny to leave his place of work, he will do so to help John and his friends, or to eat one of his tremendous meals at several of his favorite local eateries.

Description: To sleepers, Tiny appears to be a massive man standing 2.2 meters tall. Pleasantly disheveled with dark hair and gentle eyes, Tiny exudes a nonthreatening sensation despite his size. He always moves at a lethargic pace, and takes no act of aggression seriously unless it involves physical harm.

To Anima, Tiny is a massive ogre standing over two and a half meters tall, easily more than twice the mass of a normal adult human. His strangely bulbous head seems small for his body, giving him a peculiar, almost comical appearance.

Wearing a loin cloth made of bed linens, his only possession carried is a leather pouch which contains supplies for his many spells.



STATISTICS

ATTRIBUTES			
STRENGTH	16	INTELLECT	8
AGILITY	5	PERCEPTION	6
ENDURANCE	6	CHARM	5

SHAPING	11	CONVICTION	0	REACTION	11
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	85	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	12	FIGHTING	8
OGRE MAGIC	11	FIREARMS	0
ATHLETICS	1	MANUAL	4
COMPUTERS	5	SOCIAL	10
HARDWARE	4	TEACHING	10
CREATIVE	3	WEAPONRY	9
SCULPTURE	3	2HANDED EDGE	7
		2HANDED BLUNT	9

TRAITS

Patience: This character possesses a seemingly boundless reserve of patience and any AT taken to test it will have its difficulty reduced by 5.

Mark of the Seer: This ogre was born under auspicious signs and was marked by the clan's Seer at birth. This mark heightens the character's understanding of magic, giving him a +3 to all Shaping ATs.

ABILITIES

IMPISH CONSTRUCTION

The user conjures a small imp that uses its magics to repair or rebuild any device or structure

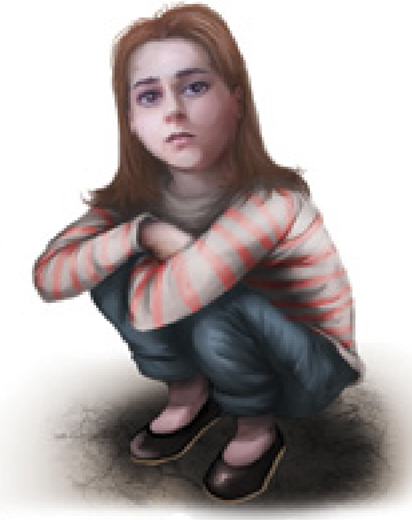
Difficulty: 5
Cost: 5 Stamina
Range: 1m
Duration: Up to 1 Hour
Base Success: A small impish creature about the size of a house cat arrives in a puff of smoke and works on any construction or repair related task it is given. The imp's magic gives it an ability score of 20 for purposes of any AT take to complete the task it was assigned.
(3c) Duration Adjustment: +1 Hour
(3c) Strength Adjustment: +5 to Imp's Ability Score

BONEBREAKER

Passed down by generations of Ogre magi, this magic allows the user's hands to inflict terrible damage, smashing through armor.

Difficulty: 8
Cost: 5 Stamina
Range: Self
Duration: 5 Phases
Base Success: The user's hands inflict health damage when used in a strike. Any strike made using the hands will ignore up to 6 armor.
(1c) Duration Adjustment: +1 Phase
(2c) Strength Adjustment: Ignore 1 additional Armor

ERICA



Though she appears to be an ordinary eight year old girl, Erica is anything but ordinary. While helping a fellow Anima, John McCallister rescued a young girl from a dream. She was being held in a bizarre facility where humans of the future were being bred to become powerful psionic warriors. So strong was John's desire to spare the young child from this distorted war-torn future, that he and his companion Anima were able to bring her through a wormhole into the Waking World.

Unbeknownst to John, Erica was hardly helpless, and had subtly guided his subconscious into making the decision to try and bring her back to the Waking World. Bred in a super advanced facility, Erica is a powerful psionic being genetically engineered for the wars of the future. Knowing nothing beyond the laboratory she was born into, Erica had no name, no family, and no social guidance. She had already learned to use her vast powers to kill, and saw nothing as either "right" or "wrong." Despite her outstanding intelligence, no desire had truly been her own until the night she met John.

When John entered the facility, Erica scanned his mind and found a world filled with color and excitement, not the dull, grey boredom of the facility. She saw a world she longed to be a part of, and found John to be the most compelling mish-mosh of emotions she had ever encountered. It took only a moment for her to decide she wanted John to rescue her and take her from this lifeless place of endless war, to a world where people dreamed, passions flared, and she would be free to learn all she could from John McCallister.

In a masterful stroke of manipulation, Erica told John that the only way she would leave the facility with him was if he allowed her to pay a debt. Desperate to save the young child's life, John agreed to allow her to "fix" his broken mind. The memories of dark deeds from his past and the dread of his nightmares that had long been haunting him would be no more. Erica promised a fresh start—a chance to lead a good life and make a difference. John allowed Erica to block his memories of his own terrible past before carrying her through the wormhole that would take them home.

When they returned, Shelly gave the girl the name Erica. John and Shelly have treated Erica as a sort of adopted child. While struggling to impart on her a basic understanding of right and wrong, John is still glad to have her as a part of both his agency and life.

With Erica possessing such great psionic power and precious few morals, John is always worrying that she might accidentally fly off the handle and kill a fellow school student. Yet while her lack of moral compass may frighten him at times, he has always appreciated her extreme cunning and fierce loyalty.

Living in the Waking World with her new family has been a wonderful experience for Erica, though she is loathe to outwardly admit such a thing. She is callous, calculating, and shockingly apathetic at times. Among fellow children she is ever an outcast, far too weird for their taste. As for adults, she has a habit of unintentionally disturbing them with her occasional demonstrations of brilliance or amorality.

For better or worse, the Doubt has suppressed Erica's abilities and she frequently looks for excuses to test just what she can and can't do in this strange world. Watching John has been her greatest joy and she silently fears the day he realizes the truth about what she has done to him.

When he allowed her to fix his mind, she blocked all his memories of his past and his dreams, but only consciously. Somewhere in his mind he is still fully aware of all these things, as Erica feared cutting the Anima off from his dreams might leave him without his magic.

When he first asked if she could undo his memory block, she honestly told him she didn't know. Before coming to the Waking World, she had used her profound desire to help him as an aid in creating this powerful effect.

Now, with the Doubt to contend with, she isn't altogether sure she could undo her own work. What she has always failed to mention to John is that she doesn't need to. All he truly needs to do is want the truth bad enough and his subconscious will tell his conscious mind everything it needs to know to permanently undo the effect of her mental block.

Erica genuinely dreads the day John figures it out. In the facility she saw how his inability to reconcile with his past was slowly killing him, even with Shelly helping him live a better life. Should John ever grow brave enough to face the truth, Erica worries that he may not be able to handle all that he has forgotten.

Learning to be more "human" may still be a trial for Erica, but she has come to the realization that a single key element of the process has already taken hold.

She is at long last afraid of something, and that is John learning the truth. The truth about how she tricked him into saving her, the truth about how he could have undone her block at any time, and the truth of his dark past. Above those still is the one truth even she can barely handle.

Erica loves John with all the ferocious might that any ordinary human girl would love her father with.

Description: With or without the Doubt's influence, Erica looks like a willowy eight year old girl. Her long chestnut hair is rarely tied back, and combined with her fair skin and thin frame, she appears exceptionally nonthreatening.

While her physical stature may lend to her being perceived as a typical child her age, her eyes and mannerisms often betray the truth. Erica at times will give someone a knowing stare that can unnerve even a grown adult.

She will always dress the part of a normal child, but when someone looks carefully, or she believes she is in private, her behaviors are strangely unnatural for someone her age.

STATISTICS

ATTRIBUTES			
STRENGTH	3	INTELLECT	10
AGILITY	5	PERCEPTION	6
ENDURANCE	7	CHARM	5

SHAPING	12	CONVICTION	0	REACTION	11
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	85	DOUBT	0	RESIST	3

SKILLS			
ACADEMICS	9	FIREARMS	0
ATHLETICS	1	MANUAL	1
COMPUTERS	3	SOCIAL	14
INTERNET RESEARCH	3	INTIMIDATION	7
CREATIVE	1	BLUFF	13
FIGHTING	2	NEGOTIATION	6
		WEAPONRY	2

TRAITS

Telepathy: This character is capable of mentally communicating with anyone within line of sight.

TECHNIQUES

Feign Innocence: The user has mastered the art of seeming too innocent to be questioned. Any Bluff AT made to appear innocent of involvement or wrongdoing receives a +4 bonus.

ABILITIES

TELEKINESIS

Allows the user to lift, move or throw objects with their mind.

Difficulty: 5

Cost: 5 Stamina

Range: 10m

Duration: Persistent

Base Success: An object weighing no more than two kilograms may be lifted and moved up to 2 meters each phase. This may be maintained in subsequent phases by paying a cost of two stamina at the start of a new phase. The object may also be thrown, which if attempting to hit a target, will cause an AT using the Shaping score instead of the normal skill.

(1c) Strength Adjustment: +5 kilograms lifted

(3c) Strength Adjustment: +50 kilograms lifted

(8c) Strength Adjustment: +500 kilograms lifted

ALTER MEMORY

The user is able to invade a target's mind, finding a specific memory and rewriting it so the target no longer recalls it as they once did, instead believing that the memory was always the way the user of Alter Memory wished it to be.

Difficulty: 8

Cost: 20 Stamina

Range: Touch

Duration: Permanent

Base Success: A single scene from a memory is changed in the way the user desires. This can be as simple as altering the color of a targets first car, or more involved such changing their original memory of buying the car with their parents to something totally different such as having won it in a lottery. The memory to be altered can be no more than 1 month old.

(1c) Strength Adjustment: Add 1 month to maximum memory age

(3c) Strength Adjustment: Add 1 year to maximum memory age

(6c) Strength Adjustment: Add 10 years to maximum memory age

ERUPTION

By moving the molecules of a target's body in sharp, violent motions, the user causes small internal explosion that releases a spray of blood and inflicts severe damage.

Difficulty: 5

Cost: 10 Stamina

Range: 5m

Duration: Instant

Base Success: Target suffers 20 magical damage and is inflicted with a Bleed(2) effect.

(1c) Range Adjustment: +1 Meter

(3c) Strength Adjustment: +5 Magical damage

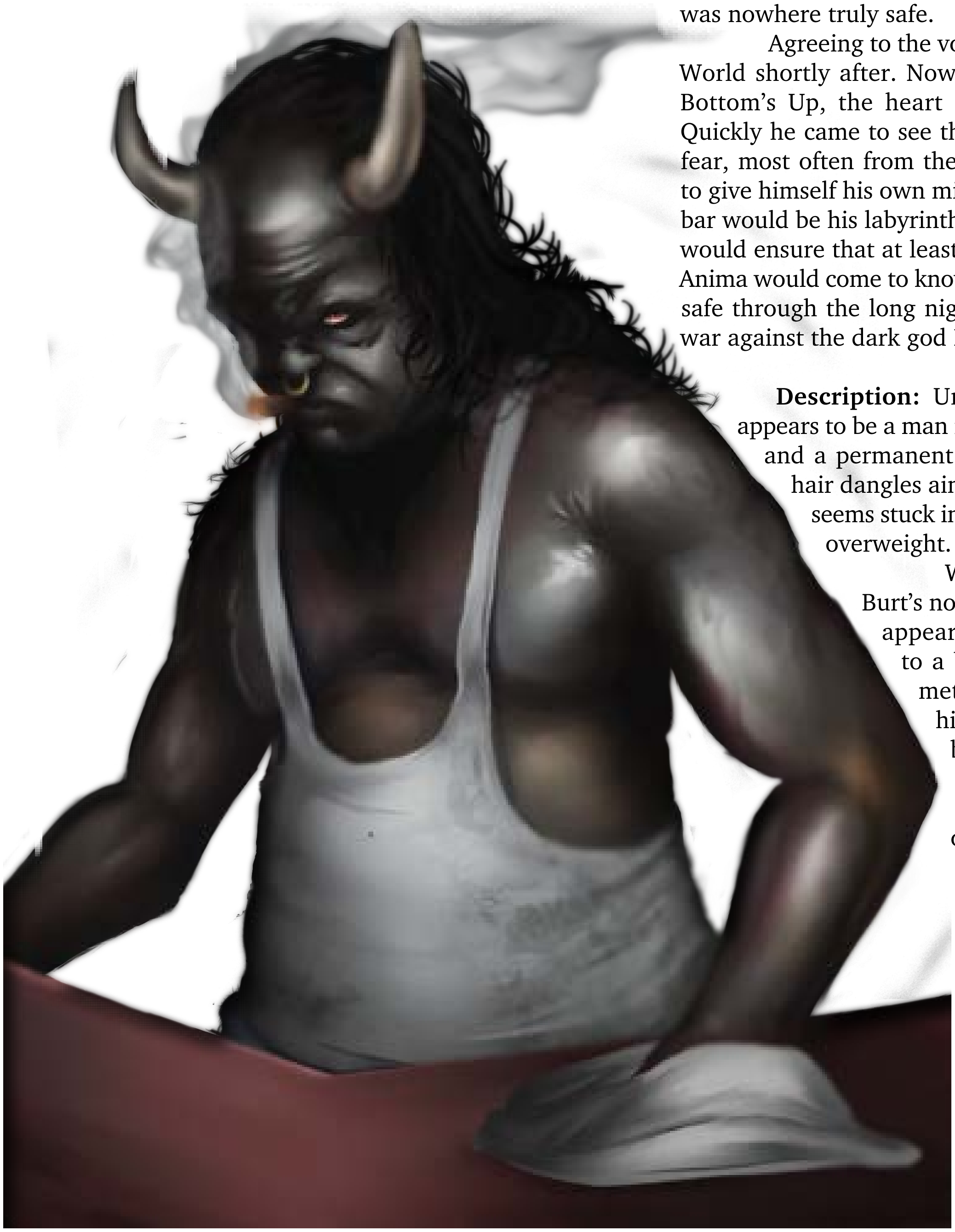
(2c) Strength Adjustment: Increase bleed value by 1.

BURT

In the lands where Burt comes from, minotaurs act as stalwart defenders. They are given territory and a ward, which would be anything from a treasure to a living person. Using their strange magics and great physical might, they stand ceaseless watch over their ward, ensuring that any unwanted trespassers never return from their domain.

Always devoted to his purpose, Burt stood guard over a dingy cavern and ensured the protection of a lifeless pile of gold for ages. While he was certain that the many kingdoms would probably go to war over such an absurd sum of valuables, the treasure's location had been lost to the passage of time. Burt realized that he was devoted to defending something that in the long run was so meaningless, the world simply moved on and forgot its existence.

When a small band of would-be sorcerers finally invaded his labyrinth, Burt could scarcely believe it.



All of the obligations of his post drove him to bring his full might down upon them. These adventurers were not prepared for his power, and in short order, they were pinned in a corner of the dark cavern with nowhere to hide. Before he destroyed them, one of the terrified trespassers asked a question Burt had never before been asked.

"What do you want?"

The question had a profound effect on Burt. What he wanted was to lord over something of worth, something with meaning. He realized that he didn't want to harm these invaders, not for the defense of some pile of metal the world had forgotten. Burt was a minotaur of the finest sort and he wanted his service to have meaning. When he told this to the sorcerers, they devised a solution that would help everyone. If Burt would let them live, they would take a binding vow to replace him as the treasure's guardian. In exchange, they would find him a place where people desperately needed a guard of his ability, a place where evil ran rampant and there was nowhere truly safe.

Agreeing to the vow, he found himself in the Waking World shortly after. Now he works as a gruff bartender at Bottom's Up, the heart of a city's supernatural nightlife. Quickly he came to see that Anima really do have plenty to fear, most often from their own nightmares. This lead Burt to give himself his own mission for the first time in ages. The bar would be his labyrinth and the people in it his wards. He would ensure that at least one place would remain safe, and Anima would come to know that the Minotaur Burt kept them safe through the long nights, so they could win their noble war against the dark god Doubt.

Description: Under the Doubt's influence, Burt appears to be a man in his late 30's, with coarse features and a permanent sour look on his face. Black wiry hair dangles aimlessly from his head, and his body seems stuck in a limbo between well muscled and overweight.

Without the Doubt's influence, Burt's nose and face take on a more beastial appearance, containing features similar to a bull. His nose bears a single thick metal ring through it and the top of his head sports two sharp horns. His body is much more muscled than any human's could normally be, and his eyes glow with dull beads of light.

STATISTICS

ATTRIBUTES			
STRENGTH	12	INTELLECT	7
AGILITY	5	PERCEPTION	6
ENDURANCE	7	CHARM	5

SHAPING	12	CONVICTION	0	REACTION	11
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	85	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	9	MANUAL	5
BARTENDING	3	SOCIAL	10
ATHLETICS	1	NETWORKING	10
COMPUTERS	3	NEGOTIATION	5
CREATIVE	1	INTIMIDATION	8
FIGHTING	13	WEAPONRY	11
FIREARMS	0	2HANDED EDGE	11

TRAITS

Minotaur Domain: This minotaur is able to declare an area as his domain. This area's size may not exceed 100 meters for each point of Intellect they possess. Once a domain is declared, the minotaur is always immediately aware of any sentient creature that enters or exits the domain. Additionally, as long as a sentient creature remains in the domain, the minotaur will know their exact location without effort.

TECHNIQUES

Bull Rush: Utilizing their strength in conjunction with their minotaur horns, this character is able to rush towards an unengaged target and plow into them head first, knocking them prone from the impact.

Bull Rush is a Fighting Alternate Strike costing (BS +0).

Bull Rush deals STR +2 damage and knocks target prone.

ABILITIES

GATEKEEPER

By using this power, a minotaur can control the entrances and exits of their domain. With a command, all openings that lead into or out of the domain are instantly locked or unlocked at the desire of the Minotaur. If locked, these openings become mystically reinforced, making them exceptionally difficult to forcibly destroy.

Difficulty: 5
Cost: 10 Stamina
Range: Special
Duration: Instant
Base Success: All openings that give access to or exit from the domain are immediately sealed or unsealed at the users command. When sealed, any exit that has a physical barrier, such as a door or window, will close and the physical barrier will gain 20 ARM and 20 RES as well as absorb 50 damage before breaking. If no physical barrier exists, such as there being a hole in a wall or a cavern entrance, a barely perceptible force field will appear to secure the exit. Force fields have 10 ARM, 10 RES and 25 health.

MAZE WALK

When walking through a doorway or similar opening within their domain, the minotaur may instead exit from any other doorway within the domain, allowing him to effectively teleport from one opening to another.

Difficulty: 10
Cost: 8 Stamina
Range: Special
Duration: Instant
Base Success: Upon passing through a doorway or opening, the user chooses a different doorway or opening also located inside the domain and is immediately teleported there.
(2c) Cost Adjustment: -1 Stamina

MELISANDRA

In a different time, Melisandra had fought the demons of the Below openly in the streets, waging the final war over mankind with a zeal that even her kin could rarely match. Mortals are endlessly amusing to her, so much so that being sent back in time to Earth before the apocalypse began was as much a blessing as it was a curse.

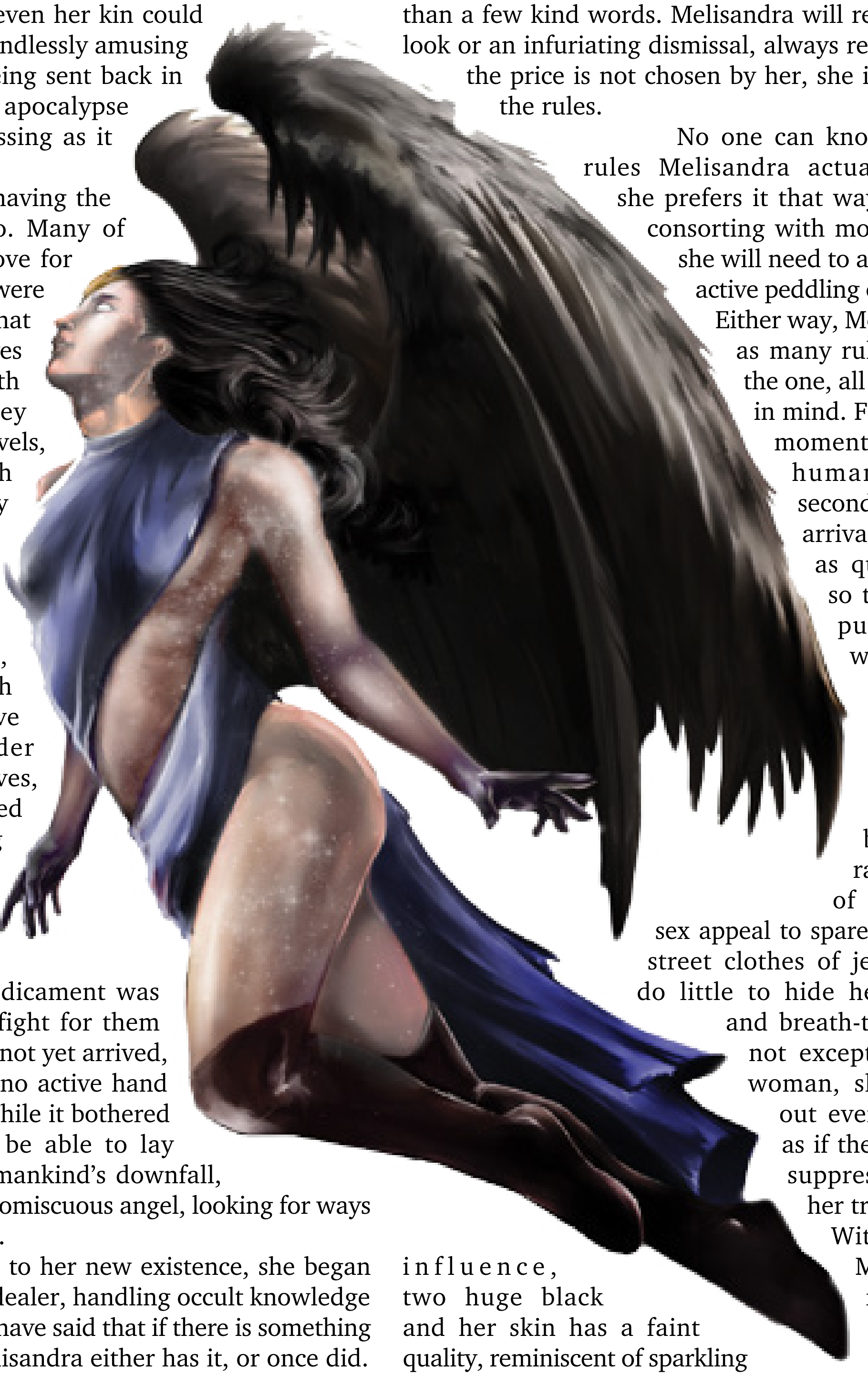
The blessing was having the chance to live as they do. Many of Melisandra's kin had no love for humanity, but to her, they were a splendid piece of chaos that deserved saving. Human lives were so fleeting, filled with passion and tragedy. They loved fiercely, created marvels, and were whimsical with their gifts in a delightfully foolish way. Melisandra loved humanity for all its merits and its flaws. She loved dressing as they did,, spending time with them, seeing their world through their eyes. They could live passionately or meander aimlessly through their lives, something that never failed to amuse Melisandra. Being able to live among them, love them, admire them, and care for them was a gift to her like no other.

The curse of her predicament was that she could no longer fight for them actively. The end time had not yet arrived, so she was forced to take no active hand while walking the earth. While it bothered her tremendously to not be able to lay waste to those who seek mankind's downfall, Melisandra was always a promiscuous angel, looking for ways to bend rules and have fun.

Once having adapted to her new existence, she began working as a sort of street dealer, handling occult knowledge and material. Many Anima have said that if there is something important to be found, Melisandra either has it, or once did.

Her favorite client, John McCallister, frequently antagonizes her for the way she conducts business. Since Melisandra can't take an active hand in the war for mankind's soul until the end times, she offers her services of procuring rare magical artifacts to anyone, regardless of their allegiance or intent. John is quick to point out how incredibly foolish that is, but she assures him that it is not she who decides the rules. Indeed, Melisandra has a dangerous fascination with bending rules, but the decree of not directly interfering is one even she is careful to never break.

Her services are paid for with good deeds, and the specific deed can often times not seem like a fair price for the object in question. John is always complaining that Melisandra is unfair in her requests, letting wicked clients purchase dangerous items with the cost being nothing more than a few kind words. Melisandra will reply with a teasing look or an infuriating dismissal, always reminding John that the price is not chosen by her, she is simply following the rules.



No one can know for sure which rules Melisandra actually follows, and she prefers it that way. She knows that consorting with mortals is something she will need to answer for, as is her active peddling of powerful objects. Either way, Melisandra will bend as many rules as she can but the one, all with two purposes in mind. First, to enjoy every moment of living among humanity, and the second, to accelerate the arrival of the end times as quickly as she can so the wicked can be purged from their world.

Description: Even with the Doubt's influence, Melisandra is outlandishly beautiful. She is a raven-haired beauty of ivory skin with sex appeal to spare. Even her normal street clothes of jeans and a t-shirt do little to hide her exquisite body and breath-taking face. While not exceptionally tall for a woman, she always stands out everywhere she goes, as if the Doubt can barely suppress the majesty of her true form.

Without the Doubt's influence, Melisandra bears two huge black feathered wings, and her skin has a faint shimmering quality, reminiscent of sparkling diamonds.

Melisandra is keenly aware of the effect her appearance has on others and often relishes it. She will frequently wear absurd outfits knowing full well that she will get away with it because of her unnatural beauty.

STATISTICS

ATTRIBUTES			
STRENGTH	9	INTELLECT	7
AGILITY	9	PERCEPTION	8
ENDURANCE	8	CHARM	16

SHAPING	20	CONVICTION	0	REACTION	17
HEALTH	100	NIGHTMARE	0	ARMOR	10
STAMINA	90	DOUBT	0	RESIST	15

SKILLS			
ACADEMICS	9	SOCIAL	10
ATHLETICS	2	BLUFF	10
COMPUTERS	1	SEDUCTION	7
CREATIVE	11	NETWORKING	10
FIGHTING	12	NEGOTIATION	6
FIREARMS	8	WEAPONRY	11
MANUAL	1	2HANDED EDGE	11

TRAITS

Regeneration: This character regenerates 2 lost health every phase.

Wings: Allow the user to move through the air at triple movement speed.

TECHNIQUES

Lusty Distraction: A well placed touch, a lick of the lips, or even a dramatic silence can all be used to get a person so flustered that they don't notice anything else going on. When making a Seduction AT, this character may purchase the following adjustment:

(1c) Strength Adjustment: For one phase the target suffers -5 perception

ABILITIES

VERITAS

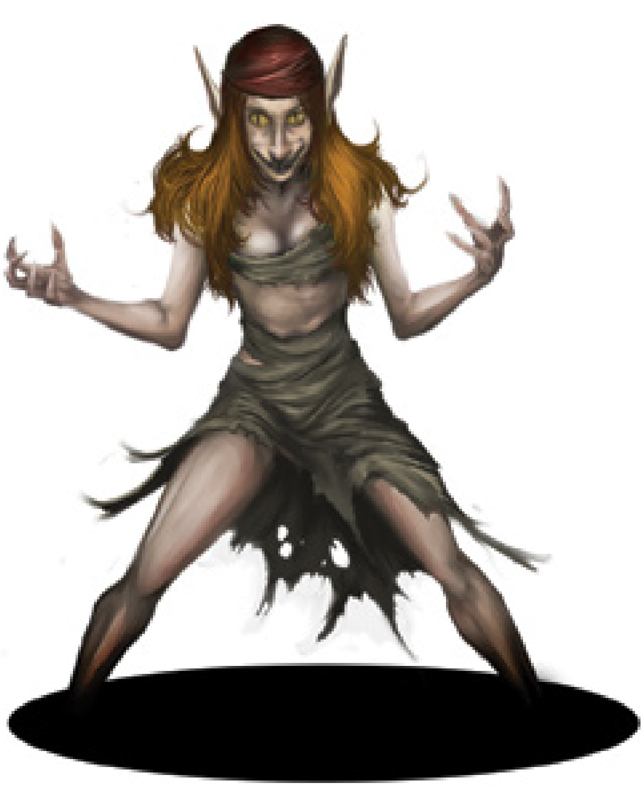
The angel's eyes become filled with blue fire and they become aware of the falseness of anything spoken in their presence.

Difficulty: 7
Cost: 5 Stamina
Range: Special
Duration: 1 Minute
Base Success: The user immediately knows if anything spoken to them is false. This will not, however, tell them if the speaker is willingly falsifying their words. A person may tell a lie but actually believe they speak the truth. In this case, Veritas will only alert the angel to the statement's falsehood, not whether or not the speaker believes their own lie.
(1c) Duration Adjustment: +1 Minute

RIGHTEOUS FLAME

A weapon held by the angel becomes wreathed in blue flames, causing the weapon to inflict additional damage.

Difficulty: 10
Cost: 10 Stamina
Range: Touch
Duration: 3 Phases
Base Success: A touched weapon deals an additional 8 magical damage.
(2c) Duration Adjustment: +1 Phase
(2c) Strength Adjustment: +1 Damage
(6c) Strength Adjustment: Purity—Damage dealt by weapon immediately removes any form of mind control from the target and makes them immune to similar effects for one hour.



ASHA

Among the Fae of Moolsheel, Asha was a respected healer. Her ability to cure not only other fae, but all races of mortals, was unparalleled among her brethren. Frequently, Asha would travel to distant lands and offer her services to the many peoples of Laruna. As a fae, she was ever mindful of honoring any agreement made with those in need, and tales of her deeds were held in high regard across many kingdoms.

When Asha was summoned to a strange land called Earth, she was quick to take it upon herself to use her magics to help those who needed them. Finding her way to a hospital, Asha was horrified at how easily the local mortals fell sick, and equally horrified at how woefully inept their healing magic was. They depended on strange machines and mundane scholars to correct problems. Not only were they dreadfully ill equipped by Asha's standards, these mortals were so frail! The good people of her native lands all had the magic of Foranon in their veins. This kept them hardy, and ensured simple illness or disease never harmed them. Here on Earth, mortals fell sick, and worse still, were born that way.

Visiting the hospital's neonatal intensive care unit was a shock to Asha. All these poor mortals entering the world without magic in their blood and suffering in so many different ways was completely unacceptable. So Asha set to trying to instill magic into the newborns so they could live good and healthy lives.

Much to Asha's chagrin, her own magics were highly suppressed in this strange world. Without a way to return home, she was forced to redouble her efforts in an attempt to create the powerful effects she desired for the infant children of the hospital. Unfortunately, Asha's final attempt didn't place magic in the veins of an infant. It instead created literal fire. The young mortal child died and Asha's heart shattered into countless pieces. She had done the unthinkable—worse than failing to heal, she actually did harm.

The grief Asha felt was profound and she spent many weeks studying the humans who worked in the hospital to try and learn from them where she went wrong. During her time, she met an Anima named John McCallister who told her many crucial things. He explained that magic didn't work normally in the Waking World because of the Doubt.

John taught Asha that the Doubt suppresses magic and when it cannot, it will sometimes cause corruption in the magic's effects so they most closely fit with its desired perception. For the Doubt, it was easier to accept that literal fire was in the child's veins instead of this great source of magic that isn't native to Earth.

From that moment on, Asha swore an oath against the Doubt. She would help these Anima, whoever they were, whatever their cause, if they would simply continue to oppose the Doubt and the inconceivable evil it represented. Because of this, she struck an accord with John. She would learn to be more delicate in helping the mortals of the hospital and do so indefinitely as recompense for the tragedy she caused. In addition, she would aid any Anima who needed her services should the Anima walk into her ward in the hospital and offer payment so Asha could secure further supplies. Finally, when given the chance, she would speak to her fae queen and request aid so the Doubt could be destroyed forever. All this Asha would do if John agreed to her two conditions. First, he must to come to her defense if ever she required it, and second, he must pass to her any information he should come across that may help her contact her homeland.

The two came to their agreement and Asha has since carved a substantial niche for herself at the hospital. Her healing magics may not be what they once were, but she puts what skills she does have to exceptional use, and has even created a small ring of associates among the mortals who help her under the guise that she does illegal street medicine for the needy.

Someday Asha hopes the Anima win their war. She will do everything she can to see that they do. If they can not destroy the Doubt on their own, she has every intent on bringing the full might of the fae kingdom to Earth to aid in the cause—provided her friend John ever finds a way for her to do so.

Description: With the Doubt's influence, Asha appears to be a short, delicate woman with a wicked, mischievous smile, and wild, dirty-blonde hair. Her light brown eyes have a tawny amber look to them in the light, and often make people feel as if she is somehow sizing them up as prey. Overly fond of head garments, Asha is frequently wearing something on her head, be it a hat, a barrette, a tiara, headbands, or a peculiar accessory such as an olive branch.

Without the Doubt's influence, Asha is clearly not human, as her breed of fae possess large, oversized eyes and pointed, elongated ears. Her mouth is far larger than a human's and contains long, sharp teeth. In this state her smile and features are both predatory and frightening, giving her the look of a dangerous creature that would be more likely to devour children, rather than care for them.

STATISTICS

ATTRIBUTES			
STRENGTH	5	INTELLECT	6
AGILITY	7	PERCEPTION	6
ENDURANCE	5	CHARM	7

SHAPING	13	CONVICTION	0	REACTION	14
HEALTH	100	NIGHTMARE	0	ARMOR	8
STAMINA	75	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	14	CREATIVE	1
MEDICINE	14	FIGHTING	12
OCCULT	8	FIREARMS	0
TOXICOLOGY	11	MANUAL	4
ATHLETICS	2	SOCIAL	5
COMPUTERS	2	NEGOTIATION	5
		WEAPONRY	1

TRAITS

Leedon Fae: A rare bloodline among the fae of Moolsheel, Leedon have a powerful affinity for healing and restorative magics. This character receives +4 to any Shaping AT made to heal or cure a target.

TECHNIQUES

Euphoric Mixture: Asha has learned how to use her own blood in a mixture of modern drugs to create a powerful painkiller.

This mixture requires only strong pharmaceutical painkillers, a bit of her own blood, and the expenditure of 10 stamina.

When ingested, this mixture will send a person into a powerful state of euphoria, removing all pain and related wound penalties, for 1 hour. While under the mixture's influence, a user cannot be made afraid or mournful by either mundane or magical means.

A user must wait at least seven days between uses or suffer a permanent loss of 5 health.

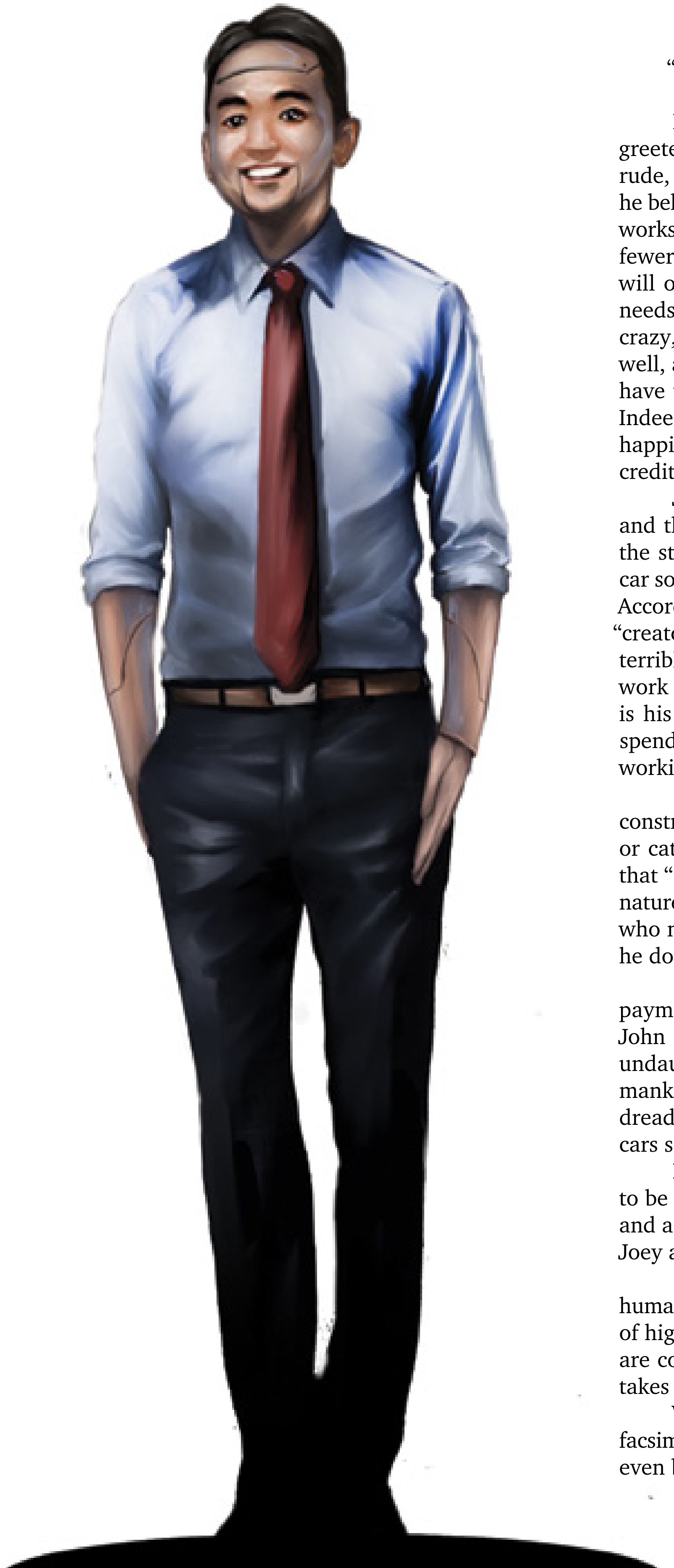
ABILITIES

ASHA'S INFLUENCE

By carefully weaving magic into a target's aura, Asha is able to cause their body to heal at an accelerated rate.
Difficulty: 8
Cost: 25 Stamina
Range: 1 Meter
Duration: 5 Days
Base Success: Any Health or Stamina returned through natural healing is tripled. This does not eliminate the need for proper medical treatment. Healing or restoration through magical methods are not affected.
(1c) Duration Adjustment: +1 day

EXPEL

Causes toxic material to be purged from a target's body. These materials will forcibly exit through sweat, urine, and feces, requiring the target to be cared for while under its influence.
Difficulty: 5
Cost: 20 Stamina
Range: 1 Meter
Duration: 3 Phases
Base Success: Target's Strength is reduced by 5, to a minimum of 1. Impurities or toxins of any kind will begin leaving their body and the process will complete after the third phase. During this time, no damage can be suffered by the target from poisoning or similar methods.
(5c) Duration Adjustment: Expel completes in 2 phases
(8c) Duration Adjustment: Expel completes in 1 phase
(2c) Cost Adjustment: -1 Stamina



JOEY (JO5E1)

"I am Joey, how may I be of service?"

Every customer at the garage where Joey works is greeted the same way. Always in good spirits, Joey is never rude, and is always courteous when he speaks. As an android, he behaves this way because he was programmed to do so. He works as a mechanic because he claims human beings require fewer things to worry about if disaster is to be avoided. Joey will often make these strange and vague references to the needs of mankind. Sleepers write him off as a brilliant, but crazy, guy. There is nothing Joey cannot repair exceedingly well, and he does it all for a ludicrously low salary, so if they have to contend with his wacky statements, they will do so. Indeed, all the mechanics at the garage love Joey because he happily does some of their work for them and never takes credit.

Joey has only once spoken of his true purpose at length, and this was to John McCallister. John was fascinated with the strange robot from the future and let Joey work on his car so the story of Joey could be told directly from the source. According to Joey's own explanation, he was designed by the "creator," and sent back in time to protect mankind from a terrible future. He explained to John that while his normal work at the garage is helpful, it is his primary project that is his true purpose. Joey calls it Project Salvation, and he spends all of his off time in his own workshop at the garage working on it.

John often teases him about what the secret construction truly is, often insinuating that it may be diabolic or catastrophic. Joey ignores all jabs and gleefully explains that "Salvation" is the remedy for the problem that is human nature. Joey will often divert his private time to help someone who needs his expertise on something other than a car—but he does so only for a price.

He will ask for strange or expensive materials as payment, claiming they are needed for Project Salvation. John has always been suspicious of the project, but Joey is undaunted. He will complete his primary objective and save mankind from human nature so they do not live to see the dreadful future that awaits them. In the meanwhile, he'll fix cars so people have one less thing to stress over.

Description: Under the Doubt's influence, Joey appears to be a geeky, dark-haired young man with vacant blue eyes and a perpetual smile. Exclusively wearing his work uniform, Joey always looks as if he's on the job.

Without the Doubt's influence, Joey barely passes as human, and only at a distance. Up close he is an obvious robot of highly sophisticated construction. His face and outer body are comprised of a type of colored fiber-glass, and his voice takes on an even more robotic sound.

While it's clear his design was meant to be a crude facsimile of a human, it is in no way passable as organic under even basic examination.

STATISTICS

ATTRIBUTES			
STRENGTH	6	INTELLECT	6
AGILITY	7	PERCEPTION	8
ENDURANCE	5	CHARM	4

SHAPING	0	CONVICTION	0	REACTION	15
HEALTH	100	NIGHTMARE	0	ARMOR	6
STAMINA	75	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	14	MANUAL	18
ATHLETICS	1	MECH. ENGINEER	18
COMPUTERS	14	AUTO REPAIR	16
ROBOTICS	14	SOCIAL	5
CREATIVE	3	ETIQUETTE	5
FIGHTING	1	WEAPONRY	0
FIREARMS	8		
PERSONAL DESIGN	8		

TRAITS

Tough Construction: JO5E1's external fiber-glass construction is exceptionally resilient, granting JO5E1 an inherent +6 to Armor.

Unique Possession ("Templar"): J05E1 has designed the "Templar," a powerful "shotgun" using re-purposed car parts.

TEMPLAR

Range: 0-10m/11m-25m/26m-40m
Difficulty: 10/20/35
Damage: 35
Speed: 50
Rate of Fire: Single
Ammo: 6
(1c) Damage Adjustment (Single): +9 Damage

TECHNIQUES

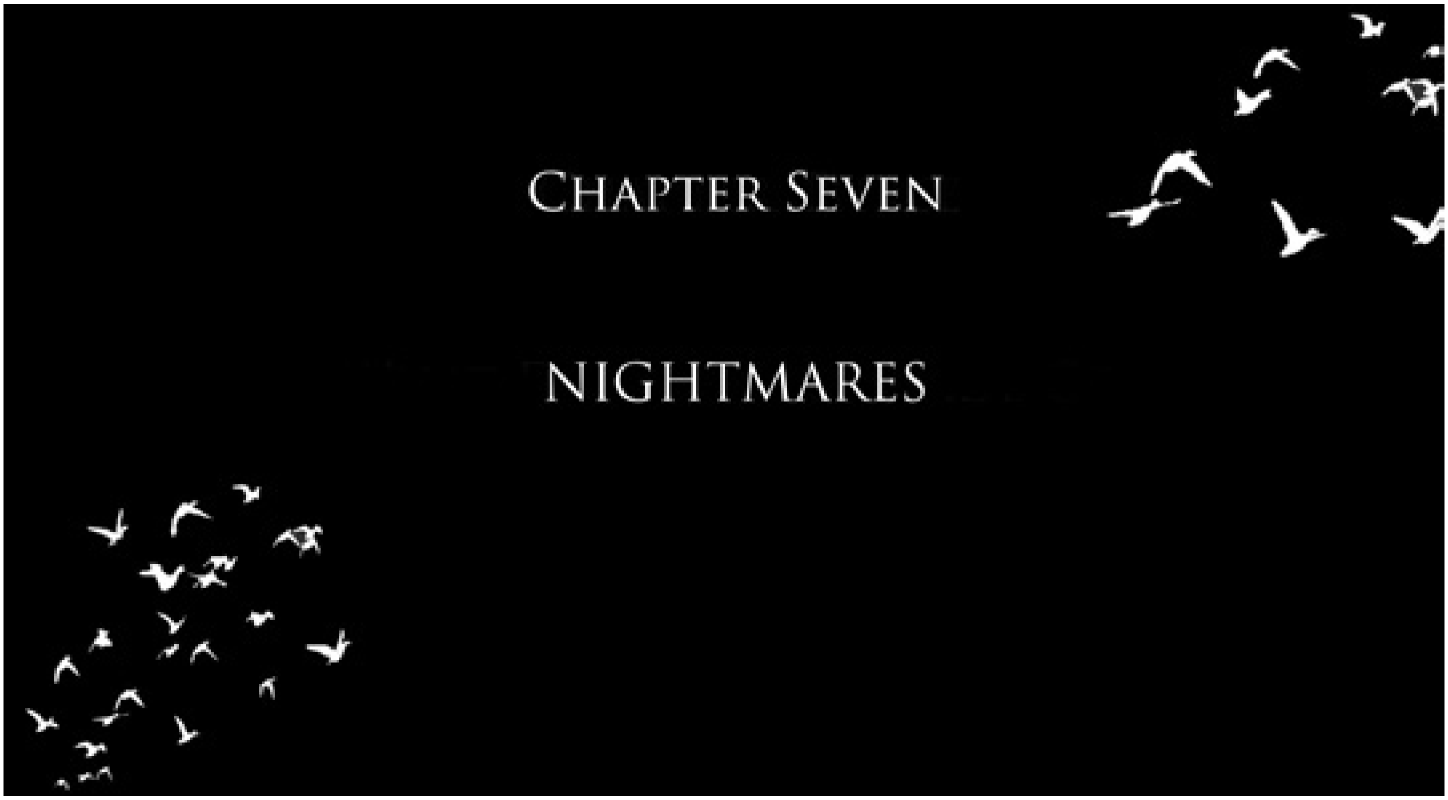
Technological Advancement: Any AT made to redesign or alter mechanical construction is awarded double the normal amount of CAP earned.

Galen's Letters From The Front: Part Three

No.

I could still hope, still breathe, still fight. It was that damned sound! Reg'kals voice was inspiring courage to the brink of madness in his troops, all the while drowning me in fear. I had to stop it. Fort Fog'resh was staring down ominously from the opposite side of the chasm, smug with its unbreachable defenses. I reached down, wrapping my no longer shaking hands around the cold steel of Lavaron. Power, both the spear's and my own, began to writhe against one another like two great beasts, with my body being their home. Steadying my shaking body, I rose up to survey with clear sight. I found my enemy several yards ahead, behind a wall of defending bodies. At my side the nearly slain swordsman slipped a solid strike with his fist under his assailants jaw. Rocked by the impact, the mesmulat went limp on top of him. I saw the wild fire of the swordsman's eyes as he looked at me. They were filled with something that spoke, "Captain Galen Desmona won't let us give in, he has the spear, and we have hope."

Divine strength filled my legs and only a second after I had turned my sight back to my foe, I leapt an impossible distance, over the defensive bodies, right before General Reg'kal. I landed the long blade of the spear deep into his axe arm, splitting his shoulder blade along with any armor around it. Lavaron had cut clear through his arm, which could no longer hold his monstrous axe. Reg'kal merely snarled as his enormous wolf steed snapped at me, forcing me to step backward. With uncanny speed I was struck with a glaive in the back of my left thigh, and pierced with a sword in the arm on the same side. My body buckled down, leaving me unable to stand. While kneeling, Reg'kal bashed my chest with his shield, sending me sprawling. Pain was ringing in my skull as the whole world blurred. Vachan's knights were pressing the honor guard very hard now, but it would not be enough. Reg'kal was brave but not stupid. Their pressure may have saved me, but he was leaving to the rear of his ranks. He was hurt badly, of that I was certain, but he would live. He would live, and our troops would die. To the enemy, this battle was already won. They were slaughtering us with no fear of defeat. The end was upon us.



CHAPTER SEVEN

NIGHTMARES

REAVERS

Reavers are the stuff of an Anima's nightmares given shape, life, and purpose by the Doubt. As an Anima continues to oppose the Doubt's will, the Doubt becomes increasingly angry, and eventually, when the Anima has sufficiently outraged the Doubt, a Reaver is spawned.

The Doubt takes the essence of the Anima's own nightmares and creates an unnatural creature out of it. This Reaver will be Bound to the Anima, just as the Anima's Crux is also Bound to them.

This Bound Reaver will take on a specific form and design as intended by the Doubt, for the sole purpose of destroying the Anima. Many see this process as the Doubt's ultimate form of persuasion, trying to teach those who would believe that if dreams can be real then so can nightmares. If the Anima would just accept the Doubt, stop dreaming, stop believing in magic, then the nightmares would go away too. This is any Reaver's true purpose.

SPAWNING A REAVER

When an Anima has spawned a Reaver, this does not necessarily mean that the creature immediately appears before them. Instead it may lie dormant in the Anima for a short time, only to set itself free at an opportune moment.

Once the Reaver is spawned, it may choose to leave the Anima at any time until the Anima returns to sleep, at which point it will be forced out.

If the Reaver chooses, it may wait to see if the Anima gets into a situation where it will be free to escape without repercussion. The Anima will be fully aware of the departure, but unable to interfere due to injury or circumstance.

To an onlooker, the process would appear as if a shadowy cloud was streaming out of the Anima's pores. Dark tendrils will weave together and in a moment coalesce into the new Reaver. Of course a sleeper would see none of this, but any onlooking Anima would know immediately what was transpiring. Whenever it does occur, this moment of egress is a brief window of opportunity for the Anima to deal with the Reaver before it has a chance to cause any harm of its own design. This of course is not always something that can be counted on.

If the Reaver remains until the Anima is asleep, it will cause the Anima to experience a nightmare of similar nature to the Reaver's type before entering the Waking World.

BECOMING REAL

When a Reaver exits an Anima, it is not fully real in the Waking World just yet. It is visible to the Bound Anima, but it does not yet have the power to manifest fully in the Waking World. Also lacking will be its ability to use its full strength, as this requires the Reaver to have Conviction.

Just as an Anima restores and uses Conviction to fuel their magic, so too does a Reaver, with the primary difference being how it gains this Conviction. Reavers need to take certain actions to fulfill their purpose. These specific actions are called Reaving, and each Reaver accomplishes it in a different way.

Once they have acquired a sufficient amount of Conviction by Reaving, they can more effectively attack their Bound Anima, and even materialize in the Waking World if they choose.

MATERIALIZING

Trying to accomplish their goal will often lead Reavers to interact directly with the Waking World and its inhabitants. Normally, only the Bound Anima can see and interact with a Reaver at all times. Other Anima would need to Dreamwalk in order to do so.

When a Reaver chooses to materialize, however, it becomes completely real in the Waking World, allowing anyone to interact with it, and visa versa.

This process is temporary, costing the Reaver five Conviction to remain materialized for one hour.

TAINT

When Reavers perform an action that gains them Conviction, the immediate vicinity becomes subject to a corruption called Taint. Not normally visible in the Waking World, any Anima who is Dreamwalking will see Taint as a form of inky black substance clinging to an area. How vast or pervasive the spread of this substance is will depend on the amount of Conviction the Reaver earned when creating it.

Though it poses no real danger, Anima coming in contact with Taint should be clearly reminded by its appearance or the atmosphere of the area, of just how terrible the action that created it truly was.

While Dreamwalking, an Anima is examining the Waking World through their own dreams, and Taint is a manifestation of how that dream is being tarnished by a Reaver's actions.

Taint serves as a valuable mechanism for Anima when tracking down Reavers, as its presence may give clues to the Reaver's intentions or purpose.

BOUND REAVERS

Reavers are intrinsically linked to the Anima they are created from, an attachment Anima call being "Bound." So long as the Anima is alive, a Bound Reaver will devote its energy exclusively on trying to destroy that Anima.

While this does not mean the Reaver must stay in the Anima's immediate proximity, it does assume the Reaver will not stray far from its Bound Anima unless it is somehow furthering its objective.

Should a Bound Reaver kill or otherwise destroy its Anima, the Reaver will become Unbound, essentially free to attack any Anima it comes across.

UNBOUND REAVERS

Unbound Reavers will continue to Reave, but will now do so out of necessity. Without being Bound to an Anima, they no longer have an anchor to keep them in existence. The Doubt will begin pressing its will on them, forcing the Reaver to spend at least one Conviction every 24 hours just to remain "real."

If this Conviction cost is not paid, the Reaver will be smothered by the Doubt and completely destroyed.

DEFEATING A REAVER

Trying to bring down a Reaver is a dangerous task. These monsters can boast formidable power and those Anima who survive any length of time quickly learn it is best to handle these enemies with friends. Bound Reavers are considerably more predictable in their behaviors, making hunting them somewhat easier than their unbound kin. With the Bound Reaver, its undivided attention will be bent towards the Anima it is Bound to, but an Unbound one has free reign to choose who it shall treat as prey.

REFLECTING

Should an Anima be fortunate enough to confront a Reaver in the Waking World and defeat it, they may not be finished with the problem.

Unbound Reavers are simply destroyed when killed in the Waking World, but Bound Reavers are still tied to the Anima that spawned them. Destroying them in the Waking World will only cause their essence to return to the Anima they are Bound to, where it will incubate for 24 hours before returning once again.

In order to permanently destroy a Bound Reaver, the Anima it is Bound to must consciously face it in their dreams.

Called “Reflecting,” the Anima goes to sleep with the intention of confronting their Reaver, where they experience a nightmare befitting the Reaver’s nature.

Should the Anima prove victorious in this dream confrontation, the Bound Reaver is permanently destroyed.

Once a Bound Reaver is destroyed, all of the Nightmare score the Bound Anima has is converted to Rank Progress, and their Nightmare score resets to zero.

Fellow Anima who wish to aid someone reflecting must Dreamwalk and enter the Anima’s dreams, after which they will be able to assist in the final confrontation.

THE MAKEUP OF A REAVER

REAVER TYPES

Not all Reavers are the same. Each one will have vastly different capabilities and desires based on the kind of nightmare essence they are made out of.

Anima have given name to three types of Reavers, each with their own characteristics and intentions, which are explained in greater detail below.

A Reaver’s type defines many of its characteristics such as how it gains Conviction, its appearance when it’s materialized, and its Traits.

REAVER TRAITS

All Reavers, even those of the same type, are not identical replicas. Each one may possess specific Traits that differentiate it from its kin. These Traits each have a Rank from 1 to 5, and are purchased by the Dreamweaver at the time the Reaver is spawned.

The amount of Ranks available to the Dreamweaver for purchase is determined by the Nightmare score of the Anima who spawned the Reaver. Consult the chart below to see how many Ranks worth of Traits the Dreamweaver may purchase for the Reaver.

Nightmare Score	Trait Ranks
1-100	2
101-200	4
201-300	6
301-400	8
401-499	10

*These values are checked only at the time a Reaver is spawned. Further increasing of the nightmare score does not affect a Reaver once it has been created.

VIOLENCE REAVER

Many times the Doubt will retaliate against an Anima in the most simplistic way possible. It does this by taking the malevolent intent of the Anima's nightmares and giving it life so they may do the Anima harm. The most common outcome of this is a Violence Reaver. Perhaps the most common and easily understood type of Reaver, a Violence Reaver is a creature built for the express purpose of killing the Anima.

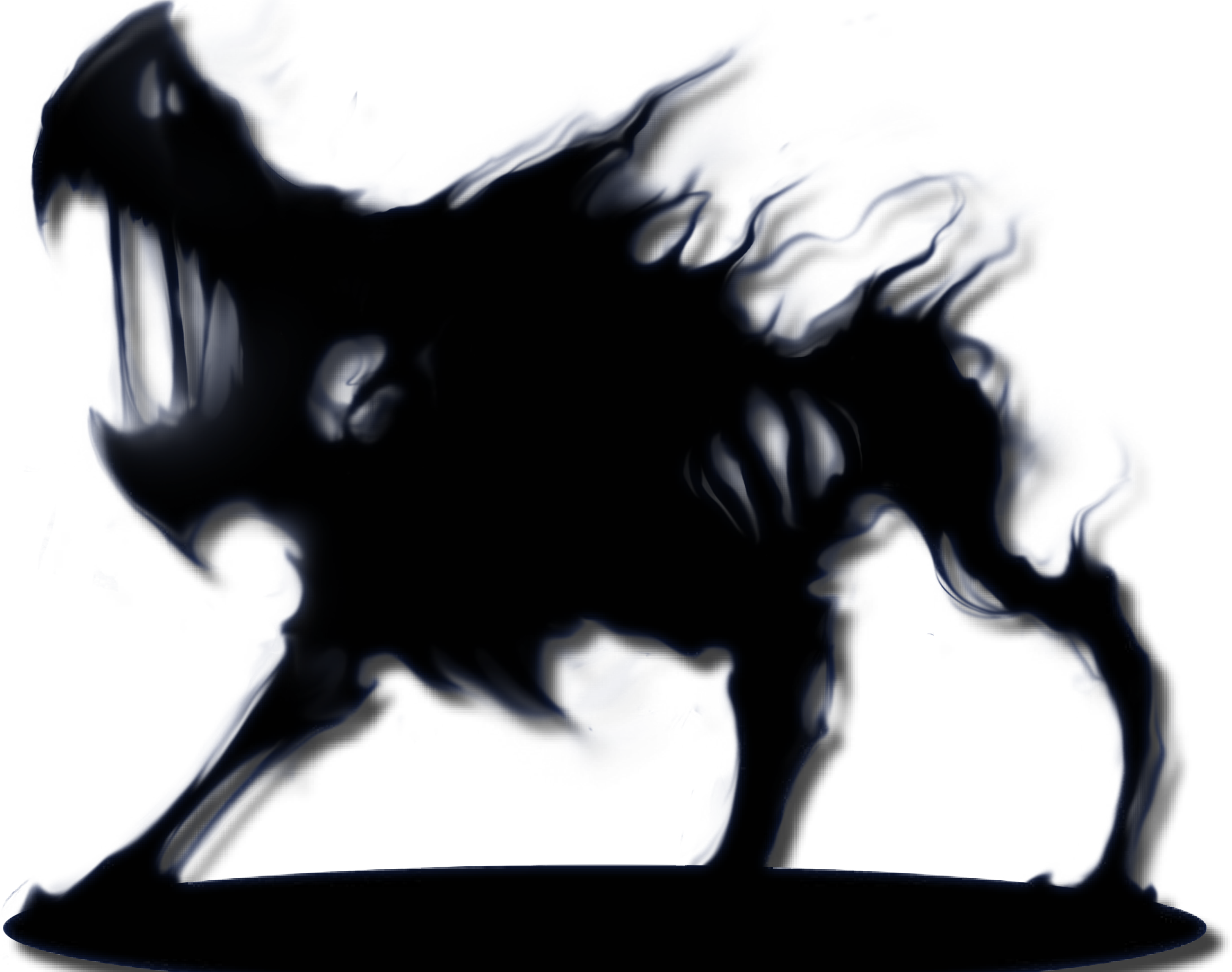
These shadowy beasts are dangerous manifestations that seek to hunt and kill the Anima they are created for. New Anima are often unprepared to deal with such lethal force, and even veterans have fallen victim by underestimating just how dangerous they can be.

APPEARANCE

Violence Reavers take on combat ready forms to better serve their tendencies. Specifics regarding size and structure can vary in small ways but the creature will always take on the form of a four-legged beast, vaguely reminiscent of an oversized dog. Like all Reavers, it will appear to be made of an inky, shadowy substance, looking unnatural and menacing.

ACTIVITIES

When not materialized, Violence Reavers will spend their time stalking prey waiting for opportunities to hurt, abuse or kill people who are close the Anima. They will not sleep, and do not concern themselves with anything other than their pursuit to reave.



REAVING

For a Violence Reaver, Conviction is earned by committing acts that hurt or kill people close to the Anima or by committing them on the Anima directly.

Each act has a potential Conviction reward based on how powerful of an effect it has on the bound Anima.

Some Violence Reavers are smart enough to toy with their victims, allowing them to draw Conviction from the same person over a period of time. Though efficient in terms of ensuring a collection of Conviction, it leaves a trail for the bound Anima to follow as the Reaver's victim falls apart, drawing attention along the way.

Even this can be bent to the Reaver's advantage if it is clever enough to do so when it is strong and ready for a dangerous ambush.

For a bound Violence Reaver, the ultimate objective is to kill off its Anima, or cause the Doubt to crush the Anima's Crux. This sets the Reaver free and is always the Reaver's preference if possible.

For unbound Violence Reavers, Anima targets are more desirable because they award more Conviction, allowing them to survive longer.

Below are a list of Reaving actions and their associated rewards in Conviction.

Act (Bound Reaver)	Conviction Reward
Dealing 25+ damage to an acquaintance	2
Killing an acquaintance	5
Dealing 25+ damage to a close friend/lover	10
Killing a close friend/lover	20
Dealing 25+ damage to bound Anima	15
Killing the bound Anima	50

Act (Unbound Reaver)	Conviction Reward
Dealing 25+ damage to a random person	2
Killing a random person	5
Dealing 25+ damage to a magical entity	10
Killing a magical entity	20
Dealing 25+ damage to random Anima	15
Killing a random Anima	50

STATISTICS

ATTRIBUTES			
STRENGTH	10	INTELLECT	3
AGILITY	5	PERCEPTION	6
ENDURANCE	10	CHARM	1

SHAPING	5	CONVICTION	0	REACTION	11
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	75	DOUBT	0	RESIST	0

SKILLS			
ATHLETICS	2	WEAPONRY	8
FIGHTING	7	CLAWS	8

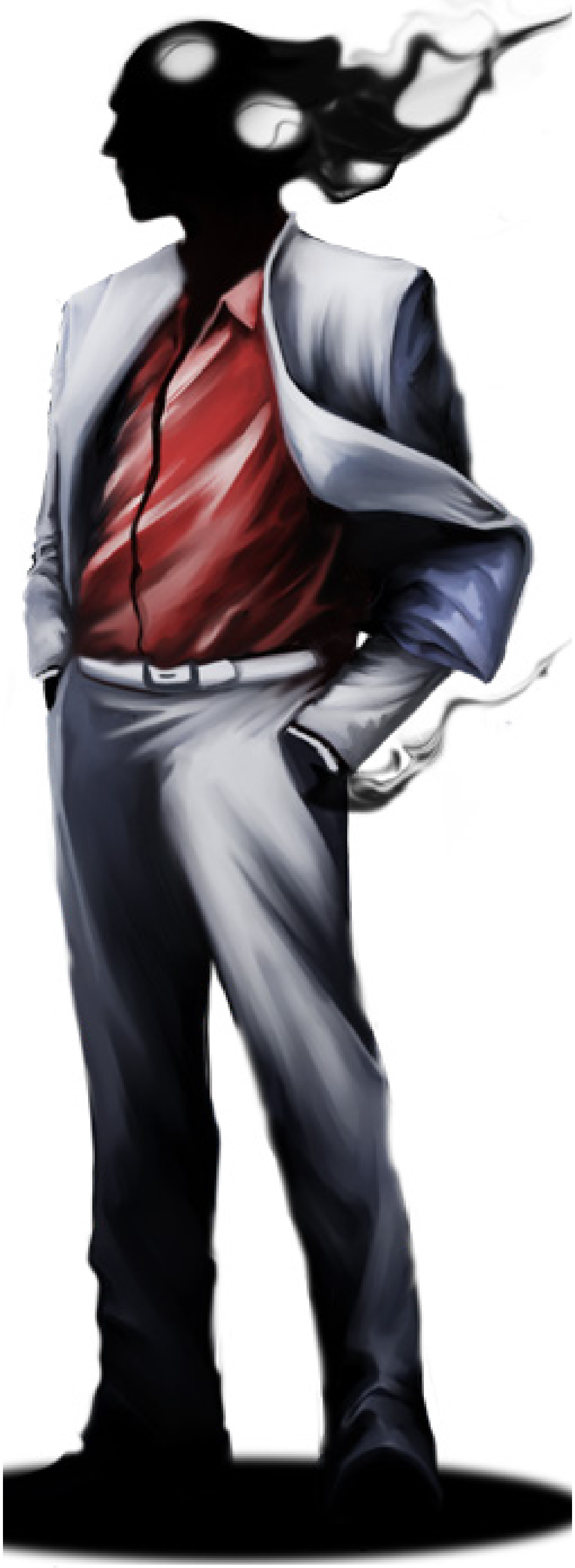
VIOLENCE TRAITS

Humanoid: Shaped like a person, allowing it to use weapons or blend with crowds
Rage: +2 STR
Hungry: Earns double Conviction for all rewards
Indomitable: Suffers no Wound Penalties
Relentless Assault: Locks on a target, making no attempt to defend itself from any attacks other than those made by its target
Invigorated: Starts with 10 Conviction

REAVER ABILITY

Suspension: Violence Reavers are able to suspend a victim's life, allowing them to suffer unimaginable brutality at the Reaver's hands without ever finding mercy in death. As an instant, free untested action a Violence Reaver can use Suspension on a target to prevent any damage created by the Reaver from reducing the target's health below 1. This allows a violence Reaver to mercilessly savage a victim's body with no threat of killing them, and if three phases are spent doing so, while the target's health is at 1, the Reaver is awarded 5 Conviction.

RUIN REAVER



Corrupting and destroying all an Anima holds dear is the goal of a Ruin Reaver. It works to undo the Anima's efforts every chance it gets.

Persistently trying to force their target Anima to accept that all their dreams are hopeless, and their deeds are doomed for failure, Ruin Reavers have driven many an Anima to Doubt in order to save their sanity.

APPEARANCE

Taking the shape of a human made of shadow, this Reaver will often be invisible or easily dismissed by sleepers, even when materialized. Meanwhile, it will use its power to corrupt and warp the minds and hearts of anyone it comes across all in an effort to ruin its bound Anima's world.

ACTIVITIES

When not materialized, Ruin Reavers pay close attention to their schemes. Watching and learning the important details about the things that are precious to the bound Anima requires devotion and patience—two things the Ruin Reaver has in abundance.

REAVING

Taking the things Anima hold dear, the people, places and things that they have poured their passion into, and completely defiling or destroying them is the way a Ruin Reaver earns its Conviction. Setting their sights on something of great significance, they will plot to undermine its value to the Anime.

In the case of physical belongings or objects, this is more than simply breaking something. The Ruin Reaver wants to corrupt the meaning of the object for the Anima. Perhaps a memento of deceased loved one will be used in some heinous crime that brings back terrible memories of how this loved one died. Maybe a creative project the Anima has toiled over could be made the subject of mockery and scorn by the masses.

Places can be corrupted to completely sever an Anima's attachment to them. Being kicked out of a special school program, failing out of a prestigious college, getting fired from a dream job, or being banned from a favorite concert venue are all good examples of how a Ruin Reaver seeks to take away the places that hold value to the Anima.

Sometimes the Ruin Reaver will turn to literally destroying the place to accomplish this, such as having a favorite restaurant be lost to a fire, or having a workplace shut down via bombing.

Corrupting and twisting relationships is how the Ruin Reaver will seek to take away the people of significance in an Anima's life. Every effort will be made to spoil a positive relationship, such as turning a sibling into a backstabber, or causing a lover to be overcome with jealousy or infidelity. With enough time, a Ruin Reaver has been known to turn the best of friends against one another, set lovers at each other's throats, and ravage family ties until only dysfunction remains.

For a bound Ruin Reaver, the ultimate objective is to defile so much of what makes its Anima happy that the Anima eventually gives up and surrenders to the Doubt's will.

For unbound Ruin Reavers, Anima targets are vastly more rewarding victims, leading them to all but ignore sleepers unless absolutely necessary for survival.

Below are a list of Reaving actions and their associated rewards in Conviction.

Act (Bound Reaver)	Conviction Reward
Completely spoiling a significant object	2
Completely spoiling a significant place	5
Completely spoiling a significant relationship	10
Getting the bound Anima to surrender to the Doubt	50

Act (Unbound Reaver)	Conviction Reward
Completely spoiling a significant object (sleeper)	2
Completely spoiling a significant place (sleeper)	5
Completely spoiling a significant relationship (sleeper)	10
Completely spoiling a significant object (Anima)	2
Completely spoiling a significant place (Anima)	5
Completely spoiling a significant relationship (Anima)	10
Causing an Anima to surrender to the Doubt	50

STATISTICS

ATTRIBUTES			
STRENGTH	3	INTELLECT	7
AGILITY	7	PERCEPTION	6
ENDURANCE	3	CHARM	10

SHAPING	5	CONVICTION	0	REACTION	11
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	75	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	3	CREATIVE	2
ATHLETICS	2	SOCIAL	10

RUIN TRAITS

Solid Identity: Becomes a unique human identity when materializing for better scheming
Conniving: +2 CHM
Hungry: Earns double Conviction for all rewards
Unyielding: +5 RES
Material Wealth: Comes into existence with access to a large sum of money
Invigorated: Starts with 10 Conviction

REAVER ABILITY

Corruption: While the Ruin Reaver is materialized in the Waking World, it may use Corruption on a single sleeper, which causes the target to see a chosen Anima as a mortal enemy. This effect will cause the target to take any action that is reasonably accessible to it to harm or undermine the selected Anima. Corruption lasts for 24 hours per Rank of the Reaver and immediately ends if used on a new target. These actions must not cause immediate or obvious harm to the target of Corruption. This is an instant untested action that the Reaver may perform freely, with no cost.

TORMENT REAVER

Seeking to force an Anima to surrender to the Doubt by causing them unimaginable pain and suffering. The nature of the torture used can be either physical or psychological as these Reavers will resort to anything from bodily torture, to inspiring a nervous breakdown via haunting. Terrifying to behold and difficult to destroy, a Torment Reaver is something all Anima dread and prefer not to suffer longer than they must.

Different from its kin the ruin Reaver, a Torment Reaver has no interest in spoiling all the good in an Anima's life. Instead it pursues the more immediate cause and effect of applying torture and drinking in the suffering that follows.

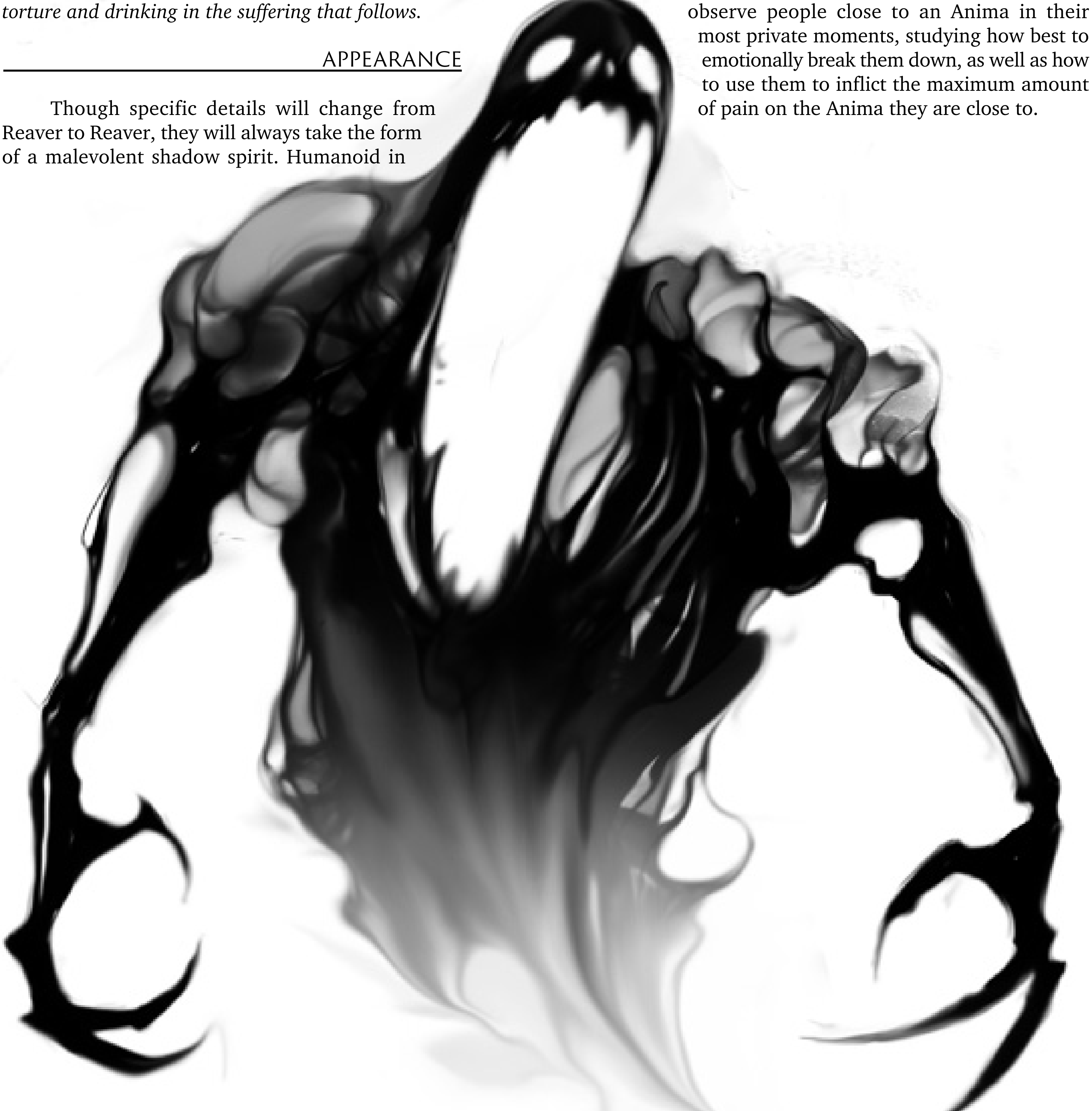
APPEARANCE

Though specific details will change from Reaver to Reaver, they will always take the form of a malevolent shadow spirit. Humanoid in structure, the look of a Torment Reaver is meant to inspire fear and can bear frightening features such as a wicked grin or elongated limbs.

Its presence can be equally disconcerting, causing things such as the temperature of a room to drop sharply, or those nearby hearing distant howls of pain and suffering.

ACTIVITIES

When not materialized, Torment Reavers observe people close to an Anima in their most private moments, studying how best to emotionally break them down, as well as how to use them to inflict the maximum amount of pain on the Anima they are close to.



REAVING

By executing torture, crudely or elaborately, the Torment Reaver earns its Conviction. Specific means of torment will differ wildly, but a crafty Reaver will use the method that is most exposed and most likely to have a profound effect on the bound Anima.

Exploiting emotional ties is usually the most efficient method to create suffering. This can mean attacking or torturing an Anima's loved ones to cause the Anima the highest possible amount of psychological grief. Scarring a child, or causing a family member to descend into madness is sure to cause a large amount of suffering for the bound Anima.

Physical Torture is most often the Torment Reaver's grand finale. Once it has the bound Anima within its clutches, it will subject them to all forms of physical abuse to get them to accept the Doubt's will. Each time the bound Anima accepts a Doubt Point as a direct result of the Torment Reavers actions, the Reaver is rewarded with Conviction and will immediately leave the Anima, not able to interact with them in any way for 24 hours. This doesn't prevent the Torment Reaver from doing terrible deeds to others, it just cannot remain in the Anima's presence until the 24 hour period has passed thus will immediately flee should the bound Anima approach it before then.

Bound Torment Reavers see things only for how much pain they can cause their Anima. Nothing beyond that holds any interest or value to them.

Unbound Torment Reavers are capable of traveling into the dreams of sleepers to torture them by burdening them with horrific nightmares. This process ensures they are able to prolong their existence almost indefinitely albeit in a weak state. Ideally, they will find a new Anima in their travels to victimize in an effort to gain as much Conviction as possible.

Below are a list of Reaving actions and their associated rewards in Conviction.

Act (Bound Reaver)	Conviction Reward
Causing bound Anima exceptional physical pain	3
Causing bound Anima exceptional emotional pain	6
Causing bound Anima to accept a Doubt Point	20
Causing bound Anima to surrender to the Doubt	50

Act (Unbound Reaver)	Conviction Reward
Giving a sleeper nightmares for one sleep	1
Causing an Anima exceptional physical pain	2
Causing an Anima exceptional emotional pain	4
Causing an Anima to accept a Doubt Point	20
Causing an Anima to surrender to the Doubt	50

STATISTICS

ATTRIBUTES			
STRENGTH	4	INTELLECT	7
AGILITY	7	PERCEPTION	6
ENDURANCE	5	CHARM	5

SHAPING	5	CONVICTION	0	REACTION	13
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	75	DOUBT	0	RESIST	4

SKILLS			
ACADEMICS	6	CREATIVE	6
ATHLETICS	2	SOCIAL	10

TORMENT TRAITS

Dreadful: Their presence is completely unsettling, causing -2 to ATs
Brilliance: +2 INT
Hungry: Earns double Conviction for all rewards
Persistent: Requires the Anima accept 2 Doubt Points to begin banish period.
Bloodthirsty: Must kill any sleeper used to acquire Conviction once a reward is earned
Invigorated: Starts with 10 Conviction

REAVER ABILITY

Suffering: By making contact with a target in pain, the Torment Reaver overwhelms them with a nearly unbearable level emotional and physical suffering. The crippling state is as exhausting as it is terrible, causing the target to lose 20 Stamina, and draining 1 Conviction per Rank the Reaver possesses. Conviction drained by Suffering is added to the Reaver's Conviction total. This is an instant untested action that the Reaver may perform freely, with no cost.

NEMESIS

Unique among Reavers are the Nemeses. These are more than just nightmare essence woven into a living creature. A Nemesis is a complete identity that comes from an Anima's Crux. It is the antithesis to an Anima's dreamself, the threat chosen by the Doubt to be its champion when the Anima broke free of its grasp.

Unlike other Reavers, the Nemesis is a recurring identity that is always the same. These Reavers are considerably more versatile and powerful than their kin, and are usually sculpted to be a perfect enemy for the Anima they are tied to.

ARRIVAL

Nemeses do not spawn from Anima the same way other Reavers do. When a Nemesis is triggered, the Anima's very next dream will be a Foreboding Vision. These special dreams alert the Anima to the arrival of their Nemesis and often give insight into what this enemy will do first.

FOREBODING VISION

Once an Anima has experienced a Foreboding Vision, they can safely assume the Doubt has allowed their Nemesis to come into existence. Not only does this mean the Nemesis is suddenly out there in the Waking World, it is also very real and permanently materialized.

Nemeses don't need to spend Conviction simply to materialize like other Reavers, though they do gain Conviction in the same way, even earning it via the very same mechanics as their kin.

A DAY IN THE LIFE OF A NEMESIS

It is important to remember that a Nemesis is not a real person or being, despite seeming that way on most accounts. It will not sleep, or formulate new opinions. It will not form significant relations excepting when it is designed to do so.

They are a facsimile of life, an identity locked in a perpetually looped program. Their purpose, like their Reaver kin, is all they truly care about and every action they take while in the Waking World will be towards that end.

Driven, capable, tireless enemies specifically crafted to crush the Anima they belong to, every Anima knows they are in for terrible confrontation when their Nemesis is loosed upon them.

SHAPING

Nemeses also possess a Shaping score, though this score changes along with their Rank the same as it would for an Anima. The higher the Nemesis' Rank, the higher its Shaping score will be. The Nemesis' Shaping score raises the same amount per rank as an Anima's.

DEFEAT

Should a Nemesis be killed in the Waking World, is is destroyed. Unlike other Reavers, it can not find solace in the mind of the Anima. The Crux is ever present in an Anima's mind, and that was where the Nemesis suffered its first defeat; it will never find comfort there again.

TRAITS

Each Nemesis possesses its own traits which remain the same each time it is spawned. Nemesis are much more consistent because of this, as there is never the question of just what the Anima is dealing with.

ECHOES

In lieu of gaining variable amounts of Traits based on the Anima's Nightmare score at the time of spawning, a Nemesis creates a specific negative reaction for its Anima that varies in strength according to the Anima's current Nightmare score.

These effects are called Echoes, making reference to the sort of feedback an Anima receives as their Nemesis earns Conviction through Reaving.

Echoes can encompass a wide variety of effects, from physical illness to a more supernatural sort, like being especially susceptible to fear. They often play upon the connection between an Anima and their Nemesis, serving as a brutal reminder that their Nemesis exists and is loose in the Waking World doing as it pleases.

Echoes are removed once a Nemesis is defeated, or if the Anima chooses, they may accept a Doubt Point to ignore the Echo's effects until their next sleep.

Below are a list of sample Echoes a Nemesis might cause while spawned and how the effects change with the Anima's Nightmare Score.

Restless Sleep: The Anima is plagued with exceptionally dreadful nightmares leaving them groggy and tired when they wake. Being constantly besieged by these vivid nightmares reduces the Anima's effective total Stamina and Health

Nightmare Score	Effect
1-100	-5 Stamina, -2 Health
101-200	-10 Stamina, -5 Health
201-300	-15 Stamina, -10 Health
301-400	-25 Stamina, -15 Health
401-500	-40 Stamina, -25 Health

Shaken: Unable to shake off the gripping terror of the actions taken by their Nemesis, the Anima finds fighting the Doubt increasingly difficult, and feels an undercurrent of fear at all times.

Nightmare Score	Effect
1-100	All conviction costs are increased by 1, -2 RES to fear effects
101-200	All conviction costs are increased by 2, -4 RES to fear effects
201-300	All conviction costs are increased by 4, -6 RES to fear effects
301-400	All conviction costs are increased by 6, -8 RES to fear effects
401-500	All conviction costs are increased by 8, -12 RES to fear effects

Hallucinations: Nightmares have a deep psychological effect by nature and the recipient of this Echo is plagued during their waking hours with sharp, abnormal hallucinations that can be at times frightening or just an unpredictable distraction. Suffering a loss of Perception and Reaction, the Anima becomes perpetually shell-shocked from the frequent distortion of reality.

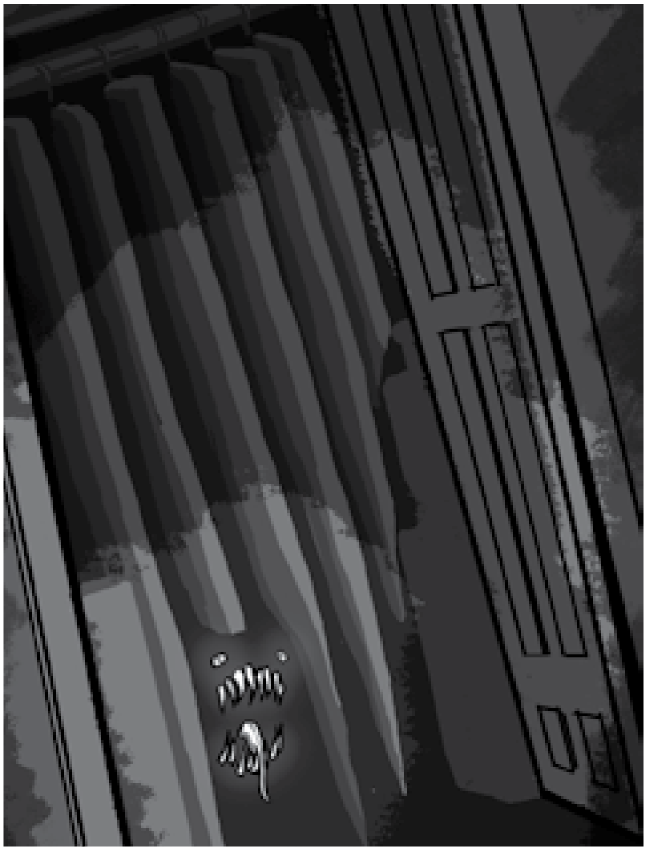
Nightmare Score	Effect
1-100	-1 Perception, -1 Reaction
101-200	-2 Perception, -3 Reaction
201-300	-3 Perception, -5 Reaction
301-400	-4 Perception, -7 Reaction
401-500	-5 Perception, -9 Reaction

Transformation: As more and more of the Nemesis passes through the connection shared with the Anima, the body of the Anima undergoes disturbing, unnatural physical changes. Ranging from frightening to repulsive, reptilian eyes, a horrid stench, discolored skin and the like make the Anima much less charming, and awkward in their own skin.

Nightmare Score	Effect
1-100	-1 Charm, -2 penalty to Social ATs
101-200	-2 Charm, -5 penalty to Social ATs
201-300	-3 Charm, -8 penalty to Social ATs
301-400	-4 Charm, -12 penalty to Social ATs
401-500	-5 Charm, -15 penalty to Social ATs

Illness: Persistent and violent illness begins ravaging the Anima's body, beginning with common symptoms like fatigue, weakness and abdominal pain. Eventually evolve into crippling sickness, the Anima can find their Health heavily damaged, bringing them to the brink of systematic failure or death.

Nightmare Score	Effect
1-100	-10 Health
101-200	-15 Health
201-300	-25 Health
301-400	--50 Health
401-500	-75 Health



Horrific Messages: An intimidating and dreadful message is found every time the Anima awakens to remind them of the terrible deeds their Nemesis is committing. Messages come in a variety of forms such as terrible words written with lipstick on a vanity mirror, or vulgarities seemingly carved by knife or claw into a nightstand. Ever fresh in the Anima's mind, Conviction becomes increasingly difficult to come by or cling to.

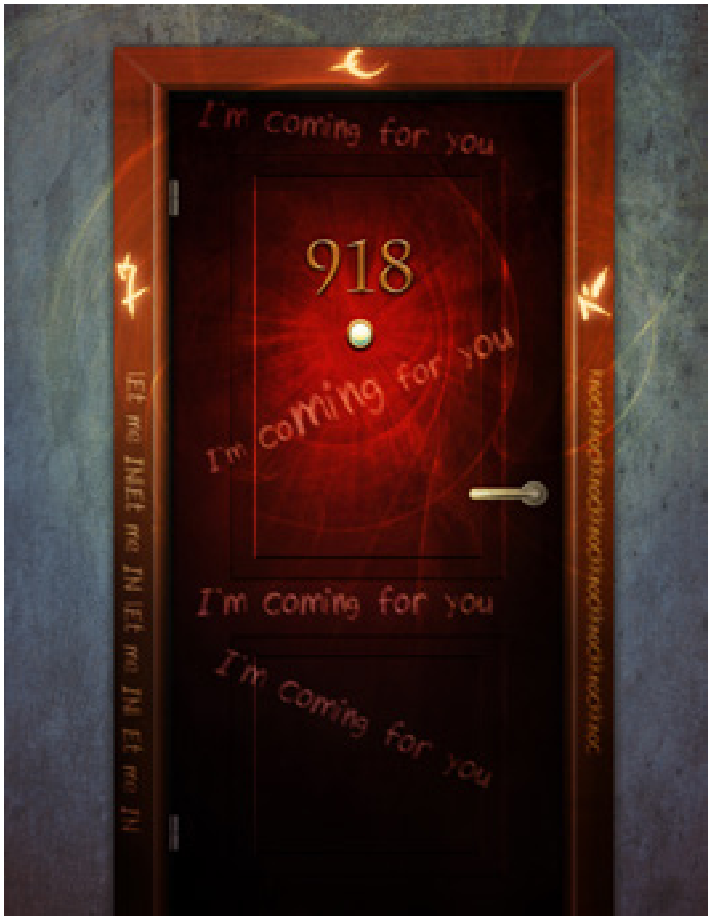
Nightmare Score	Effect
1-100	Each Conviction gain while awake reduced by 1, -5 Maximum Conviction
101-200	Each Conviction gain while awake reduced by 2, -10 Maximum Conviction
201-300	Each Conviction gain while awake reduced by 3, -15 Maximum Conviction
301-400	Each Conviction gain while awake reduced by 4, -30 Maximum Conviction
401-500	Each Conviction gain while awake reduced by 5, -50 Maximum Conviction

Wounds: The victim of this Echo will awaken with fresh wounds like those created by their Nemesis. Serving more as a physiological reminder of the damage their nightmares cause, these wounds deal damage ranging from low to moderate each morning, but the pain they cause exceeds normal levels. These wounds can not be prevented by any means, magical or otherwise. They can be healed throughout the day, but their pain will remain making the Wound Penalties ever-present unless dealt with in some additional fashion.

Nightmare Score	Effect
1-100	5 Damage suffered, -2 WP
101-200	7 Damage suffered, -4 WP
201-300	9 Damage suffered, -7 Wound Penalties
301-400	12 Damage suffered, -10 Wound Penalties
401-500	15 Damage suffered, -15 Wound Penalties

Cursed: The overbearing sensation of being cursed or doomed to fail sits in the heart and mind of this Echo's recipient. At any time after waking up, they may suffer a penalty to an Ability Test. Which AT is affected is determined by the Dreamweaver, while the size or the penalty and how many times it may be applied before sleep are determined below.

Nightmare Score	Effect
1-100	-5 AT penalty, 1x before sleep
101-200	-8 AT penalty, 2x before sleep
201-300	-12 AT penalty, 2x before sleep
301-400	-15 AT penalty, 3x before sleep
401-500	-25 AT penalty, 3x before sleep



VIOLENCE TRAITS

HUMANOID

This Reaver is shaped like a person, allowing it to use weapons in its hands, or blend in with crowds more easily.

(1) RAGE

Filled with a deep and resounding rage, this Reaver gains +2 STR.

(4) HUNGRY

Consumed with a terrible thirst for Reaving, this Reaver earns double Conviction for all Conviction rewards .

(2) INDOMITABLE

Undaunted by pain or injury, this Reaver suffers no Wound Penalties.

(-3) RELENTLESS ASSAULT

Driven to mindlessly attack a victim, this Reaver once having chosen a target in combat, will never switch to a new target unless the current one is dead, or impossible for the Reaver to reach.

(5) INVIGORATED

Starts with 20 Conviction.

RUIN TRAITS

(1) CONNIVING

A master at manipulation, this Reaver receives +2 CHM.

(3) MATERIAL WEALTH

When it comes into existence, this Reaver will somehow have access to a large sum of money. This money can be found, stolen or even conjured expressly for this purpose.

(4) SOLID IDENTITY

When materializing, this Reaver becomes a unique human identity with its own appearance and personality for better scheming.

(5) UNYIELDING

Unwavering in its purpose, this Reaver is exceptionally difficult to sway with magic and receives +5 RES.

TORMENT TRAITS

(1) BRILLIANCE

Wielding a sharp intelligence for its evil deeds, this Reaver gains +2 INT.

(2) DREADFUL

This Reaver's presence is completely unsettling causing anyone within 10 meters to suffer a -2 penalty to all ATs.

(5) PERSISTENT

Normally an Anima may accept one Doubt point to trigger the banish period of a Torment Reaver, but this one is exceptionally persistent, requiring an Anima to accept two Doubt Points instead to begin the banish period.

(-3) BLOODTHIRSTY

Driven with murderous intent, this Reaver must kill any sleeper it used to acquire Conviction once the Conviction reward is earned.

Galen's Letters From The Front: Part Four

Down beneath my kneeling body there was a glimmering pond of crimson fluid, so much of it my own. In it, I could see the reflection of the sky, the heavens I served. Looking up then, I spoke aloud, "Hear me, Goddess Sabrina. There may yet come a day when our people become enslaved to the mesmolaut tribes. There may yet come a day when the Mesadrin legion pours upon our lands and devours all things. There may even come a day when the great city of Hodramekus lay in ruin and the deep forests of Epilesis sing with sorrow, but not today. It'll never come while I live, I swear to you, and I do live." My will forced me to stand on my one good leg. With only my right hand I lifted Lavaron. Deep into my heart I reached, calling on the calm smell of morning dew. I called on the nights when I looked at the sky with friends Datera and Domy, and we dreamed of our future in a war-torn world. I called upon the sweetness of Sestina's words, the scent of roses in her hair. I called on the long nights spent with the warriors of Hodramekus; Antor, Karsh, Archaleus, and I would train ceaselessly and laugh when we were too tired to bathe. I called upon the pride I felt when Xento and the druids told me my compassion was an honor to the human race. I called upon all the things I lived for, and all the things I'd die for. I grabbed and lifted Lavaron, drawing it back. Staring at the retreating general, with fire in my eyes I let out a roar no human could ever match.

"FOR THE LIGHT!"

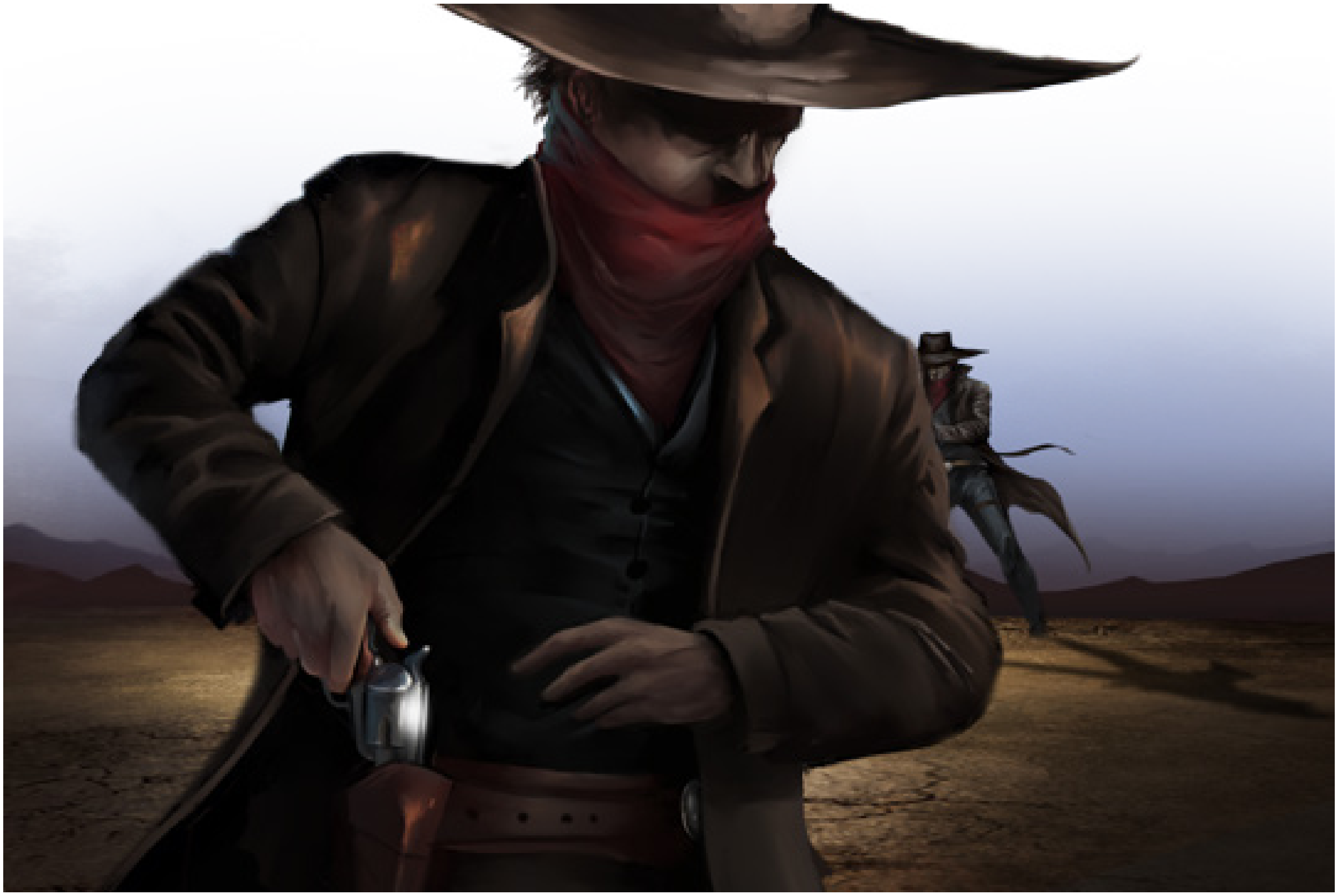
The battle stopped from end to end and the chasm was filled with my words. I loosed Lavaron, ablaze and glowing with my power. The spear soared for an instant, transformed into a divine beam of justice. The flash struck a stunned General Reg'kal's shield, piercing through it, his armor, and his body as if they offered no resistance. Suddenly the great General Reg'kal was run through by Lavaron, which was clearly protruding over a foot from his back. His shocked face was all I could focus on as his body limply slid off his great wolf and thudded to the snow covered earth. The striking of his body to the floor broke the spell of awe that held the battlefield silent. Soldiers all around began shouting and the great chasm was filled with not only the blood of soldiers that moment, but the sound of their voices, exploding in the air.

"GALEN, GALEN, GALEN!"

What happened after that moment some men would come to call a miracle. Others would say we finally found our second wind. The forces of Vachan crushed an army better armed, better fed, and better positioned in astonishing fashion. The field was overrun, and the retreating forces were massacred. Fort Fog'resh was ours only an hour later. Some say it was a miracle what happened that day in the fields of strife. I say it was just one man showing many that hope is always ours, if only we have the courage to grab it.

CHAPTER EIGHT

DREAMWEAVING



When getting ready to play Of Dreams and Magic, it's important to remember the most important thing is to have fun! With that in mind, role playing games offer players unique advantages that allow players to have fun in ways normally unavailable in other mediums.

The playgroup is responsible for all aspects of their game sessions—the mood, the subject matter, the pacing. Stories can be told among friends over a meal, by a campfire, or even across the globe by way of video chat. Meanwhile, the stories themselves can be everything from a humorous tale of how one grown-up faced down a childish fear, to a frightful episode where characters come face-to-face with their greatest fears made real.

This exceptional flexibility allows players to tell a limitless number of stories and change the subject matter as often as desired. With this versatility, however, comes certain responsibilities for everyone involved.

RESPONSIBILITIES

Setting up a game session for ODAM requires a fair amount of forethought by the Dreamweaver. They will be responsible for choosing a suitable story for the playgroup, and designing that story and all of its elements in an effort to provide an engaging experience for everyone involved.

The burden of creative thought, managing plot lines, assuming the role of multiple characters, and keeping order over the course of the game session will fall on this person, thus they should possess both the skills and the desire necessary for these tasks.

Individual players, while only being responsible for a single character, still share in some of the responsibility of helping a game session to be a good time for everyone.

They must come prepared with their character sheet and any required materials, such as pen and paper. They are also expected to do their part in keeping the game session enjoyable, which can mean coordinating their actions and efforts with the Dreamweaver (both in and out of game) as well as aiding the stories progress, even if this only means not being a distraction during scenes that do not involve the player's character.

BEING PREPARED

Good planning is a successful Dreamweaver's bread and butter. A large amount of time will most likely be devoted to preparing a story for any given game session, but crafting a story is not the only detail worthy of attention.

Understanding approximately how much time is available for a game session can help decide whether a desired story needs an intermission so it may be resumed at a later time, or if it can be told in its entirety in one session. Such an estimation can prove invaluable for a game session because a story that runs too long risks the group having to end the session at a very awkward moment, such as in the middle of a battle scene.

Equally unfortunate would be finishing a story and having little to no preparations in place to continue, yet having lots of game time to fill.

KNOWING THE RULES

Coinciding with being prepared, having taken the time to read and fully understand the rules of ODAM can go a long way towards keeping a good story moving. Having to stop an important scene just to look up a rule or have lengthy debate about how something should be handled is terrible for the flow of the story.

USE CAP WISELY

Learning how CAP works is one thing, being able to use it cleverly is another. It is assumed that any action being tested is one where the outcome is in question, but beyond that, a Dreamweaver must supply proper CAP adjustments to give the player meaningful options. In doing so, they empower a player to more precisely narrate their characters actions, as well as help the player feel that the action being tested had very real and mutable consequences.

When preparing a story, key activities should be highlighted in the Dreamweaver's mind. Situations like defusing a bomb, conning a police officer, painting a portrait, or performing a high speed chase can all be scripted events of significant importance to a story. In these cases a Dreamweaver should plan ahead what specific CAP adjustments will be provided for a particular action. Preparing the CAP Adjustments ahead of time ensures they will be optimal for the story's purpose and not leave an opportunity for good game play untapped.

Just how should one go about creating CAP adjustments for an Ability Test? Adjustments are given types that give a general idea of how they impact the action being tested. Looking at these adjustment types is a great place to start.

Speed: Referring to how quickly an action can be completed, a Speed CAP adjustment can be of particular importance during a scene where the players are under pressure to accomplish something quickly. Trying to pick a lock before getting caught by a guard, stealing important documents before police arrive, or completing a puzzle with time to spare are all events where a Speed CAP adjustment would be both expected and pivotal.

Duration: Adjusting how long a result can be maintained, this CAP adjustment is great for situations where the length of a performance is significant to the story. Imagine a singer trying to hold a note long enough to impress, or a dancer remaining still in a complex pose. These situations give rise to a player wishing to determine just how long they could successfully maintain their desired action, so giving them a Duration CAP adjustment would be perfect.

Strength: Usually adding some form of specified contribution or detail that makes an improvement to the overall success. These adjustments can cover many things but any action where just how well something was done, or what the fine points were of how it was done, is in question, Strength adjustments are used to provide answers. A character designing a complex computer virus would use Strength adjustments to determine exactly how powerful the final product was, just as an Anima causing a magical explosion would use them to determine exactly how much damage was inflicted. As for specific details altering the success as opposed to purely amplifying it, imagine a composer creating their next great symphony. A Strength adjustment could be used to add a dramatic crescendo, or an extremely somber portion, allowing the player to decide exactly what kind of symphony their character actually created.

Range: Indicating the distance across which an action spanned, these adjustments can be used to account for things like how far a football was thrown, or how long a spell can travel before fizzling out. Any time the distance of an action is of significant importance, Dreamweavers should be sure to offer Range adjustments to the player.

ADJUSTMENT COSTS

Once a Dreamweaver has decided what exact adjustments are going to be offered to a player, and what specifically each adjustment will do, it is then time to determine what the cost of each CAP adjustment should be. After reading through ODAM and its many samples you should have a decent idea already of when a CAP adjustment should cost few CAP, and when it should cost many. To help further, use this as guidance: If the CAP adjustment is altering the result in a way that is obvious, consistent, and measurable in small increments keep the CAP cost low (one to three CAP). If the adjustment is radically changing the result in some way, or providing a large increment of improvement, make the CAP cost high (Four to Eight CAP).

CAP ON THE FLY

Many times in a story, a Dreamweaver will have players making Ability Tests that were not planned for, probably because the action taken is not a focal point of the story's plot. In these cases, the Dreamweaver will not have lots of time to decide just what CAP adjustments to offer for the AT. With frequent use, it will become second nature to a Dreamweaver to come up with CAP adjustments, their costs, and their effects on the fly. Eventually it should be fairly obvious what to choose, but in the meantime, here are a few questions you can ask yourself as a Dreamweaver to help you decide what to do.

Is this a strictly Pass or Fail situation?: Not every AT requires CAP adjustments. Some situation are only a test of whether something did or did not happen. Does the character need CAP adjustments for an AT to determine if they remember someone? Not necessarily. If for purposes of the story the only thing needed or desired is yes or no, pass or fail, then it is probably better to not use CAP adjustments at all.

What are the key factors of the action being tested?: Determining which details matter most significantly, such as how quickly something is accomplished, or how well it is done, can guide you into choosing the most relevant types of CAP adjustments to offer. Time of the essence? Offer a Speed adjustment. Need to know how far something will reach? Offer a Range adjustment. Try to limit the adjustments offered to only the important aspects of an action's success.

Are the details of the result significant?: Keeping the nature of the test in mind, quickly think if there are any specific details you would want the player to actively work towards. A player may come up with several of these suggestions on their own. For example, if a player is making a Computers AT to create blueprints for a new robot, they may tell the Dreamweaver things they wish to include in the design, such as a hovering body or an extra sets of arms. Each of these details could easily be their own CAP adjustment, and the Dreamweaver could provide a few more that even the player hadn't initially thought of.

Becoming comfortable with when and how to use CAP adjustments will open many doors for the Dreamweaver and their players. Actions can take on a great level of specificity that ensures the players are fully engaged, always having their desires well represented, and Dreamweavers can create insightful, captivating mechanisms for great storytelling.

TOOLS OF THE TRADE

A key part of telling a great story is the participant's ability to be fully immersed in it. A Dreamweaver should look for little, often simple, details they can apply to help players get lost in the story they are a part of. Some of this will be handled in the actual narrative of the story. Vivid descriptions, expressive mannerisms or colorful depictions of characters can all help this cause, but sometimes details outside of the narrative can make all the difference.

Music: Playing music at the right volume can provide an excellent backdrop for any story. Using energetic rock and roll during a battle or somber classical music for a funeral can help the players more vividly imagine a particular scene. Just be sure not to let the music playing or the act of switching tracks become a distraction, or it's sure to defeat the purpose.

Props: Visual or tangible representations can go a long way in bringing a story to life. Handing a player a strange necklace to represent one their character just acquired can strongly affect a player's ability to connect with their character's situation.

A scene taking place in the dark may be better enjoyed with dim lighting or by candle light. After all, a ghost story is always much less frightening when told during the day. As with any storytelling technique, always be wary not to let these details overshadow the story, as even a relevant distraction can do more damage than good if not managed well.

Handouts: Discreetly passing important information to players can work wonders. Perhaps your goal is to heighten paranoia for the other players during a scary scene. Maybe you just don't want to have to pause a key scene to divulge info to a player. Whatever the reason, preparing material in a handout ahead of time can really help a Dreamweaver out.

This can also be very helpful by using images or art to better convey something of importance to a player since, as they say, an image is worth a thousand words.

CREATING A STORY OR CAMPAIGN

Before addressing the actual details of a story, a Dreamweaver should take time to have a discussion with their players. ODAM can cover all sorts of content and material in its stories, so it is especially prudent to speak to the players and see what material or theme interests them. The objective of this process is to find a subject matter that all participants will feel is engaging and fun.

During this discussion, be mindful of the fact that nightmares can often take a center stage throughout an ODAM story. By their very nature, nightmares are often filled with troubling content and many people will have varied levels of comfort discussing, or participating in, stories that address certain dark story elements.

Furthermore, what some players may find perfectly reasonable story concepts, others may find offensive, disturbing or inappropriate.

This preliminary discussion should give everyone the opportunity to express the tone and subject matter desired for the upcoming game sessions, and these desires should be respected by all participants.

This is not to say that nightmares or Reavers shouldn't be given their proper treatment. Instead, think of it as a gauge by which to measure the severity of a story.

If your playgroup is comfortable with telling stories of how the lives of those who dare to dream are tarnished with brutality and bloodshed because of the Doubt—have at it!

Just be certain to take everyone's opinions and desires into account prior to devoting time and energy to creating a story. The goal is for everyone to have fun, and wasting time on a story that someone isn't going to enjoy, or worse, will be upset by, is certainly not fun for anyone.

STORY OR CAMPAIGN

Once a general consensus of everyone's opinion has been taken, it is time for the Dreamweaver to establish whether they are planning to tell a single story or an extensive series of connected stories, called a campaign. Knowing this for certain is not absolutely required, but it can make the planning process considerably easier.

In the case of a single story, knowing this can allow for more shrewd use of time. It may prove more efficient for a single, one-time adventure to not spend significant time addressing background story or history, instead having all of that addressed before even sitting at the game table. In some single stories, it's actually possible to pick up in the middle of action with next to no build up required.

For campaigns, more breathing room may be desired to give players a chance to roleplay their characters more thoroughly. This can give the players a firmer grasp of their characters and help them build a more complete account of how these characters behave or spend their time.

For this reason, it is often wise to know ahead of time how lengthy or involved a campaign may be so the Dreamweaver can properly allot time to role playing scenes, as well as better include story elements that will come to fruition in later game sessions.

CHOOSING A THEME AND MOOD

At the heart of any discussion about upcoming stories is choosing the theme for them. Deciding upon the core concepts of a particular story or campaign will help shape all the smaller details associated with it.

This theme should give a rough guide to the tone, mood, and story elements that will be addressed in any given game session. Along with the theme, the general mood or tone of the story to be told should be established as well.

Dark, inspiring, tragic, or touching, the mood combined with a story's theme will give a solid idea of what is to be expected, and will help the Dreamweaver focus their creative efforts when designing it.

Below is a list of common themes for ODAM, and a brief description of how they can be used for game play.

Awakening (Realizing the Truth): Becoming an Anima and learning the ropes of the Waking World is a great opportunity for new players to experience their own "coming of age" story where they can start out as a wet behind the ears novice who slowly comes to grips with what being an Anima truly means. This particular theme can serve a single story or Campaign equally well, with the former being a sort of snapshot adventure showing the trials and tribulations of a new Anima.

For a campaign, the Awakening theme can showcase the learning of pivotal lessons on a personal scale; why Anima come to hate the Doubt, dealing with one's Reavers affecting loved ones, and relearning the truth about people and places once familiar.

Fear of the Dark (Facing One's Reavers): Confronting nightmares made real is a powerful theme for both single stories and campaigns. Reavers can be used as a sort of faceless villain that add very real danger to a story, but they offer the most thrilling contribution when they are personal and deep. What would a character's nightmare made real be like? Would it seek to ruin their job, their family, or their life? Would this be done through violence or methodical plotting?

The sequence of events that center around a character and their Reavers can offer memorable game sessions. Will the character be a victim or a hero, and just how do they react to the dangers and difficulties presented to them by way of these nightmares? What darkness lies within, and when confronted,, just what will the character do?

Answering these questions can easily be the spine of a great series of stories, allowing a character to evolve or falter to a dramatic conclusion.

Shared Dreams (Coven): Sometimes the cornerstone of a great story isn't a single character, but rather what the character can accomplish with, or for, others. Having players each assuming the role of a Coven member can help a playgroup explore the concept that all dreams are better when shared.

The concept of Covens gives Anima and the players portraying them a great excuse to have their stories entwined to create a more interesting whole. In stories like these, the playgroup can focus more on the team effort of creating safety in numbers, being devoted to a single shared cause, or their willingness to risk their lives for one another.

Be it a story about sacrifice, friendship and camaraderie, or one's devotion to their fellow Anima, the Shared Dreams theme is an excellent option for larger playgroups that give each player and their character a shared focus and allow the Dreamweaver to tell stories tackling both internal and external dangers in equal parts.

Fighting the Good Fight (DCMA): Being a member of the DCMA offers a wide variety of story options. For those who are citizens, this can examine their willingness to take an active hand in the fledgling Anima society. Do they uphold the DCMA's rules? Do they take interest in the politics that govern their world? Stories causing characters to form opinions of their own and choose whether to be a part of Anima society or an outcast can offer a satisfying backdrop to more immediate dilemmas.

A far more involved approach would be to tell stories from the perspective of actual DCMA field agents. This gives a Dreamweaver a huge amount of story options, as cases can be handed down from superiors on a regular basis and at whatever pace is desired by the group.

A playgroup who share a team as field agents can go from one investigation to another like magic detectives, telling stories of intrigue and wit. For drama, stories of conflict with the DCMA's enemies, such as MOX, can be told. Violent conflicts offer danger and thrills, but political schemes and struggles for turf or control can easily be woven into stories to scratch the itch for faction power disputes and Machiavellian plots.

Anarchy (UV): Some people see the institution and just need to tear it down. Characters who wholeheartedly disagree with the status quo or have personal motivation to oppose the DCMA's rule can be the focus of interesting stories.

Having to operate under the radar and avoid open persecution, working as an underdog looking to strike out against the superior opponent, or being a socially conscious agent of change hoping to make a better tomorrow, each have their own tale to tell.

This can be from inside a large organization such as United Vision, with its varied degrees of aggression, to a small group acting in their own interest to change the established order.

Pursuit of Knowledge (Orders/Traditions): The search for forbidden knowledge can be an exciting and dangerous adventure. Learning the secrets of magic Traditions can take characters to strange places and involve them in bizarre events all for the hope of learning a new secret, gaining a respected tutor, or unlocking long forgotten power.

In this way, Orders can provide a playgroup with plenty of sources for action. Undergoing a trial for membership to an exclusive order, researching a challenging magic ritual or seeing the typical politics of Anima society trickle down and affect practitioners in a specific area all make for great stories and campaigns.

Another Time and Place (Dealing with Dreamscapes): Visiting or experiencing dreams is an integral part of Anima life, but sometimes the events or inhabitants of these dreams take on a more significant role in an Anima's life. Dreamscapes that are extensively visited can cause a player and their character to have an emotional attachment to the ongoing affairs of this recurring dream.

The line between real and imagined is always blurred for Anima, and it is not unheard of for Anima to feel as if they live a second (or third, or fourth) life in a particular Dreamscape. Lengthy adventures in these places can lead to memorable events and valuable relationships, all of which the players will be waiting with baited breath for a chance to revisit.

Stories focused on this theme can also take a closer look at the very real ramifications dreams can have on the Waking World and vice versa.

SEEKING INSPIRATION

Once the Dreamweaver has become sufficiently comfortable with what the players want from their ODAM experience and has decided on a theme, the task of preparing the story can begin in earnest.

Typically this will begin by searching for inspiration from applicable source material. Creating an interactive story

can be a difficult job, and finding great sources of inspiration can be a big help. Many decisions will have to be made during the story creation process and having plenty of creative and inspiring source material fresh in mind can make coming to decisions much smoother. Certain art, books, music, and movies can give a Dreamweaver plenty of the material they need to tell a compelling story.

Planning to tell a story about the terror of facing nightmares? Look no further than the literary horror masters such as Lovecraft, or Stephen King. Going on an adventure through dreams of fantasy and magic? Check out suitable movies such as *Lord of the Rings*, or *Willow*. Want to take the players through a mind-bending experience? Perhaps the art of Dali or Van Gogh will show you the way. Whatever the desired experience, delving into similar material will surely give you a plethora of ideas to work with.

CHICKEN OR THE EGG?

Should players create their characters first or should their characters be made to fit the story? The truth is probably a little bit of both. With the theme established by the group, players can now begin the negotiation of trying to create characters that not only pique their own interest but also fit the needs of the overarching story.

Having players create their characters alongside the Dreamweaver is usually ideal for this very reason. As a Dreamweaver, you want to allow players as much freedom as possible when they are creating their characters because allowing them to follow their vision should lead to them being inspired and thus emotionally invested in the stories the character is part of.

Players should try and include the Dreamweaver in their thought process so they can gain subtle nudges helping them create the character they want, but in a way that makes them a good fit for the stories yet to be told. After all, it wouldn't be much fun playing a character who doesn't even fit the role needed for a particular story.

It is usually more productive to leave as many specifics, such as individual story hooks, until after the players have completed their characters. The benefit of this for the Dreamweaver is the allowance to make accommodations for any unique story elements a character's concept or history may provide. With the story unwritten, a Dreamweaver can intelligently account for the characters with personal details that are sure to tie them to the story's events.

GROUP PLAY

When there is more than one player, intelligently creating characters is even more important. Playgroups with one or two players will handle stories differently than those of larger sizes. In larger groups, players should make an effort to keep the overall story in mind when planning out their characters. This can help all players be on the same page and not tear the story apart with in-fighting, or be divided where some players have plenty to do in the story and others are left out in the cold.

A group of four players for example may prove difficult to manage if they each have vastly different motives and agendas. Should three players be DCMA loyalists and one be an active United Vision member, any given story can come to an abrupt halt should the one player's affiliations become known to his fellow players.

While this type of group dynamic can offer its own rewards, it is rarely the type of thing that should be done without fair planning and prior discussion. A great deal of time and energy goes into producing both characters and stories, with both going to waste if players unknowingly end up at each other's throats.

Another easily overlooked difference when telling stories for larger groups is the effective usage of game time. Having all players share an affiliation or purpose has very practical advantages when it comes to the telling of the story. If a group of four players each run off to their own affairs, a game session can rapidly devolve into a waiting game with only one player actively engaged in the story at a given time and the others all waiting for their turn. Keeping this in mind when setting up the story and their characters can help keep the game sessions focused and ensure the stories told give ample reason for each player to be involved.

Fortunately there are plenty of themes and story concepts that would see groups of Anima actively working together, but forethought from both the Dreamweaver and the players should be given to ensure the correct theme is chosen for the group size, and each player's character is crafted with the same consideration.

MAGIC IN THE WAKING WORLD

As a general rule, most stories in ODAM are centered around the Waking World and the people who populate it, which begs the question: Just how much magic is there?

In our vision of the Waking World, magic is a very real, often present thing. The haunted house in a neighborhood could be the home of an unbound Reaver. The office worker on the fast track for promotion may be the beneficiary of a powerful talisman.

We present magic as a reasonably common affair that operates right under everyone's collective noses, but because of the Doubt, it gets explained away and goes unnoticed.

Just how commonplace magical people, places, and things are is ultimately up to the playgroup. Whatever frequency you choose will help you better get a grasp of the setting of your stories.

Is it likely to find more than one Anima at a public school? Is it extraordinarily rare to find a bartender who is actually a cyborg, or just a typical Friday night? Understanding this will help you sculpt stories with the appropriate feel and consistency.

How powerful magic is for your Waking World should be determined along with its consistency. Visiting a practitioner of a Tradition for help can be an altogether different experience depending on the desired level of fantasy or magic.

Would it be reasonable, for example, to visit a respected shaman, ask them for a blessing and be handed a small trinket for good luck, or would it be more likely for that shaman to conjure a bound spirit and have it follow you to keep you safe?

Either outcome is acceptable, but when telling stories for ODAM, magic's frequency and relative strength in the Waking

World is a major influence on player's perceptions and the type of tales you will tell.

In a low scale magic story, a local witchdoctor may be frightening to locals, but to an Anima she may seem little more than a nuisance. In a high scale magic story, this witchdoctor may be capable of terrifying magics such as raising the dead or cursing a victim.

Making the conscious choice on both frequency and strength will help a Dreamweaver tell consistent stories that appeal to the tastes of the game group.

DREAM SEQUENCES

Eventually, every Anima will be forced to deal with a Reaver. This ensures that they will at some point enter a dream, either their own or someone else's.

These dream sequences can be a show stopping part of a story, but only if properly prepared for. Almost exclusively done to help defeat a Reaver, entering a dream is a significant event in ODAM. These situations give a Dreamweaver the opportunity to insert entirely new settings, moods or concepts into an existing story—in as large or small a dose as desired.

This can create a refreshing change of pace by completely shifting the rules or exposing players to entirely new situations. Using these opportunities to great effect is the mark of a successful Dreamweaver.

Setting up a dream sequence should always focus on making the overall story more enjoyable. A few key ways a dream sequence can accomplish this are the following:

Sense of Wonder: Every time a player sets foot into a new dream they are faced with the immediate realization that they no longer have any idea what is going on. Normally during a game session that can be considered a bad thing, but in these appropriate moments, just that tiny bit of a renewed sense of the unknown can revitalize a player, igniting their curiosity.

Changing Pace/Mood/Setting: Contrast in color or feeling makes each component stand out all the more, and in this way dramatically changing some of the primary components of a story, even for a short while, can have a powerful effect. A somber scene can be offset with a triumphant voyage, or a long session of plotting and backstabbing can be mitigated by a hack and slash trip across a medieval battlefield. Using the opportunity to provide contrast in your stories can elevate them in interesting ways.

New Rules: During a dream sequence, anything is possible. Players may find themselves representing entirely new characters that are wildly different than their own. Such an opportunity can be a boon to a Dreamweaver by giving them the chance to let players experiment a bit.

Certain concepts may not make especially interesting

stories on their own, but in shorts burst they can be just right. Try, for example, using a dream sequence to have players roleplay as small mice fleeing from a house cat, or as the deities of an ancient pantheon.

Mind Bending: Radically changing things in a dream has some obvious benefits, but more subtle shifts away from what is known can be an elegant way to keep players guessing. Confronting a known villain in a dream sequence, only to find out his usual behaviors or weaknesses are different, can upset the player's conventional logic and give a fresh feel to familiar things.

Even interacting with characters that are well known or loved can be a startling experience. Say a character's loved one doesn't recognize them in a dream, or worse, openly despises the player's character. Not only can this keep players guessing, but it can offer some interesting role playing situations once the dream is over. Does the player's character treat someone differently after what they experienced in the dream?

Since most dream sequences occur on the heels of confronting a Reaver, there is little threat of them becoming overly abundant during a story.

The question still remains for a Dreamweaver however, just how frequently should the players be subjected to a dream sequence? Try to think of a dream sequence as a tool to help you shape your story into the exact experience desired. They should be used to lend action, drama, intrigue, or suspense as needed for a story.

Beyond that they also offer exposure to alternate settings and genres. A Noir style campaign can easily be rejuvenated by having the players temporarily experience a dream made up of completely different material, like a high fantasy adventure or a science fiction horror story.

In this way, dream sequences can be used at different lengths or frequencies for no more reason than providing the players some desired type of content. Have a player who loves fantasy? Throw them the occasional fantasy experience by way of a dream sequence and they will be sure to appreciate it.

Ultimately the frequency, as well as the content, of all dream sequences is up to the discretion of the Dreamweaver, which is great because it allows them to elevate the enjoyment of the entire playgroup.

DREAMSCAPES

Differing from the standard dream sequence, a Dreamscape carries with it the benefit of persistence. These reoccurring dreams offer the playgroup a chance to tell stories that span across multiple dream sequences, instead of each individual one being its own open and closed entity.

As with normal dream sequences, this tool should be used by Dreamweavers to maximize the enjoyment of the playgroup by allowing players to experience their favorite settings as frequently as the group desires, and letting them enjoy the sense of progression that comes with these experiences.

Each "trip" to a Dreamscape can require an entirely new identity just as a normal dream sequence might; however, in the case of a Dreamscape, it is far more common for Anima to resume their own prior identity created specifically for the Dreamscape in question.

Dreamscapes are also much less volatile, causing the general rules and setting to remain relatively stable each time it is experienced. This concept can be used to great benefit by clever Dreamweavers as it allows their players to concurrently develop both their Waking World Anima identity as well as the identity created for the Dreamscape.

Similarly, a campaign's plot can be running side-by-side with an entire secondary plot that takes place exclusively in a Dreamscape, allowing for rich, interwoven stories.

Another important detail about using Dreamscapes in your stories is that these dreams are shared. Unlike normal dream sequences that are experienced by the dreamer and the few who may enter the dream, Dreamscapes are accessible to all Anima.

It is possible for any two Anima to have had their own experiences in the very same Dreamscape. This in no way guarantees they have interacted with one another inside of the Dreamscape, but it does indicate they were both at some point playing in the same pond. They may even know of one another's Dreamscape identities, or at least heard of their exploits.

CAMPAIGN TYPES AND THEIR STORY HOOKS

Between the versatility of dreams and the many different things an Anima may experience in the Waking World, Dreamweavers have plenty of options for crafting a story. Stringing several of these stories together to create a cohesive, overarching campaign requires a bit more planning and forethought than creating any one individual story.

It's generally preferable to lay out the planned story arc that will be told over the course of a campaign prior to even beginning it. Even though it is easily possible to have an ongoing campaign that remains an open-ended series of events, most memorable stories have an ending.

Knowing what that ending might be, even if you don't intend to get there, can be extremely helpful at keeping your stories on track and tightly connected. In the event you should decide down the road to bring the campaign to a conclusion after all, you will have a solid idea of what events you wish to have take place, and most likely will be able to quickly tie up loose ends so everyone involved in the campaign can feel satisfied with how it concluded.

Throughout the course of a campaign, things will occur that weren't initially planned for, so having the over arcing story in mind from start to finish can be a boon. Should a particular story lead off in a peculiar direction, the Dreamweaver can let it all happen naturally and slowly weave the new story elements into the old to steer the campaign towards the intended conclusion—something that can't be done without the ending already in mind.

Below are some campaign concepts and ideas for stories that would fit within those concepts. While these stories are presented in a linear fashion, don't be afraid to fill in the gaps with stories or dream visits that are customized for your play group to make each campaign uniquely your own.

COMING OF AGE

A relatively open ended campaign concept that tells the stories of a new Anima. It can analyze how they wrestle with the realization of just how different their world is from what they once believed, and should consist of stories showcasing each new experience on their path of discovery.

This campaign concept is a great choice for players new to Of Dreams and Magic, as they will learn more about the world of ODAM alongside their characters.

STORY HOOKS

Origin: Play through a character's Crux and their first contact with other Anima. This allows a player to experience the process of awakening and the sense of wonder that comes with it. Encountering a Reaver, resolving issues from their former life, or joining a group of other Anima make for solid introductions to a Coming of Age campaign.

It may even be desirable to tell a unique Origin story for each of your players, with a common thread bringing them together before moving on to the next part of the story.

Meeting the Enemy: First contact with either a bound or unbound Reaver is a noteworthy event in a new Anima's existence, and happens to make for a great story concept.

In the case of an unbound Reaver, this can act as a segue into meeting other entities or Anima who may become allies or enemies because of the Anima's hand in stopping a Reaver.

If using a bound Reaver, taking a more personal approach in showing just how cunning and dangerous Reaver activity can be offers plenty of drama.

A simple Violence Reaver attacking a loved one while the Anima is away, or a Ruin Reaver taking steps to destroy an Anima's career or studies all make for compelling story subjects that will highlight the Anima's first Reaver struggle and build on the Coming of Age concept.

Faces and Places: Showing an Anima how their favorite hangout may be so much more than they once thought, along with the complications that can bring, is a suitable story concept for this type of campaign.

This also applies to people the Anima knew prior to awakening. Imagine the character eating at their favorite restaurant and realizing the waiter they always pleasantly chat with is actually a mythological creature who desperately needs help. What if the Anima's favorite bar is actually a local coven's clubhouse and they now seek to recruit the Anima as a new member?

This concept can not only be used to introduce the Anima to new locals and people, but also to involve the character in all the complications that come along with them.

Real Magic: Coming in contact with a practitioner of a magical Tradition can be a story unto itself. The art of channeling an Animus and using magic gained from dreams is understood relatively quickly after awakening, but learning that it is possible to bend the rules of the Doubt and work magic in the more conventional sense is a pretty huge realization in an Anima's development.

Even if a character has no genuine interest in learning a Tradition, witnessing what someone can do with it, the importance other Anima put on such knowledge, or the troubles that may come with such study can be an excellent addition to any Coming of Age campaign.

What if a character falls victim of some practitioner's magic? What if they participate in a ritual but accidentally summon something evil? If they want to learn more, what will a teacher ask of them?

My Own Enemy: Every Anima possesses a Nemesis that the Doubt sees as the most potent way to destroy them. In any campaign, having a character's Nemesis spawn makes for a suitable story, but in a Coming of Age campaign, the first time a character comes face to face with their own Nemesis should be a life altering experience.

These Reavers are highly specialized enemies that can be levied to great effect by a crafty Dreamweaver. Using the Nemesis to maximize the fear, pain and horror felt by a character is a memorable affair that can be written as the cornerstone of a Coming of Age campaign.

This story can be revisited as many times as desired, showing how the Anima is evolving in their understanding of the Doubt, and the war being waged against it.

Artifact: Pulling something from a dream is a remarkable feat, but possessing such an item that also happens to be of great power or significance is doubly so.

Artifacts can run the gamut of different levels of involvement in a campaign from being the core focus to being the reason for a conflict. For a Coming of Age campaign, the message of any story revolving around an artifact should be more about the ramifications of something existing in the Waking World that normally wouldn't.

Does the character learn of a reported significant object and go off to find it? Are they getting caught up in a local conflict over an object many different parties hope to possess? Do they discover that the cause for some problem wasn't at all what they expected, instead being caused by an object stolen from a dream?

Politics as Usual: At some point in most Anima's lives they will come in contact with the greater whole of Anima society. Whether they have any desire to be involved in the larger factions that seek to shape Anima society such as the DCMA or respected Orders, characters can easily find the conflict, desires and machinations of these organizations an eye opening experience.

Scheming, politics, violence, and belief are common to sleepers and Anima alike, but the addition of magic tends to escalate the fallout of such things dramatically. Will a character get swept up in conflicts over ideology? Does the DCMA come across as a villain or a savior? Will they trade favors and play the game as the others do, or will they forsake greater involvement in hopes to keep such conflicts out of their personal life?

Being Hunted: Reavers always make great antagonists for a story, but learning that they can be coerced into a form of alliance with Voids is a startling discovery worthy of any Coming of Age campaign. Such a realization can serve to make a character feel small and alone, showing why so many Anima take comfort in organized groups.

Dealing with an insidious organization whose only interest is in destroying a character and their brethren is excellent story material that brings a large scope to an Anima campaign. Feelings of dread or desperation can be created in such a story by demonstrating the far reach of MOX and the extent it is willing to go to annihilate Anima.

Is the character being pushed around professionally by an invisible hand? Are their friends and loved ones being bullied, hurt or manipulated against them? Do they go on the run and find they can never seem to get far enough away?

Conclusions/Finale: The finale of any Coming of Age campaign should be either reaching a significant milestone in the Anima's evolution, or finally learning a very impacting truth about living as an Anima and making a significant choice because of it.

In the milestone department, this can be something arbitrary such as reaching Rank Three, or it can be more of a story element like becoming a DCMA field agent, joining an Order, or defeating a Nemesis for the first time.

COVEN OR FRIENDS

Sometimes letting the group dynamic be the centerpiece of a campaign is a strong enough glue to hold a series of stories together. The Coven or Friends campaign type seeks to let the interactions between the characters become the metric by which their adventures are measured.

How personal relationships change or grow will be an ongoing demonstration of how much has changed in each of the character's lives, and how the bonds that keep them together have strengthened or withered along the way.

Stories for this type of campaign have a wide array of options as the subject matter of each individual tale is less important than the effect it has on the characters involved. This gives Dreamweavers good flexibility when preparing for game sessions, but requires that the characters being portrayed by players have strong identities.

For this campaign to be effective, players need to have a strong connection to their character, so leaving room in each story for players to thoroughly interact or roleplay with one another is crucial. Campaigns of this nature can be open ended, approached under the concept of looking in on the lives of a group of friends, or can be written with greater focus, such as a Coven's rise to, or fall from, power in an area.

STORY HOOKS

Membership: An easy and often rewarding place to begin in the Coven or Friends campaign is with the creation of the group in focus, or the circumstances of a character joining. For a Coven, this can tell the story of how the founding members came together and what caused them to forge such a significant and formal bond. Did they know each other before awakening? Did they band together in the face of dangers like Reavers or MOX? Are they close aside from their shared experiences as Anima?

For a group of friends, this story can be about how they became close as Anima or how they helped one another cope with becoming Anima. This story can help lay the foundation of the relationships, good or bad, that will be examined throughout the campaign.

Distress: Telling a story about how a specific member of the group gets placed in danger, and how the other group members react, is a great way to put the characters in a bit of action while forcing them to take a careful look at just what they are or aren't willing to do for one another.

Have MOX kidnap a member's loved one, and seek to exchange their release for the Anima's surrender. Does the group go along? Will the victim tell the others what's going on? Are they willing to wage war against MOX to protect one of their own or that person's loved one? Many parts of this story hook can be adjusted for the desired effect. If a player were unable to attend a game session, they could instead be abducted directly and have the remaining players deal with the situation. If MOX is not the ideal antagonist, maybe a character's Reaver orchestrates the event for maximum damage. Regardless of the specifics, the key focus will be just how strong the character's ties are, and how far they will go because of them.

Secrets: Sharing dreams with or going to battle for your friends can cement powerful emotional ties between people. A certain level of trust is the foundation of most relationships and nothing tends to erode that trust like secrets.

Just how much we share with those we are close to will vary from person to person, but for Anima who often share so much of their personal thoughts or feelings by allowing their kin into their dreams and life, secrets can be dangerous.

At times it is a wonderful feeling knowing a Covenmate can hop into your dreams and help you with a nightmare, but what if that nightmare is something you don't wish to share? What if the Reaver that stalks you is something you are too ashamed or afraid to share with others?

Situations like this can bring into focus the strength, or lack thereof, in one's trust of their friends or Covenmates. As with the Distress story hook, the elements of Secrets are multiple. Perhaps a member is being solicited by another Coven who believe they have more to offer. Maybe a group member is suffering under the oppression of an ordinary problem but can't bear sharing it with the group.

Whatever the secret, this type of story will typically lack the action or drama in a more common ODAM tale, but what it lacks in that department it will make up for with sincerity and emotional gravitas. Imagine a group of schoolyard friends who congregate to recount their most recent battles in a far away land, only to learn that one of their own is being bullied in the Waking World, right under their noses. Maybe a Covenmate, who has fought time and again for the group without a single complaint, has been secretly meeting with another Coven because they feel unappreciated or taken advantage of.

These stories lack a certain adventure and in many campaign types would be out of place, but for a Coven or Friends campaign, a short story like this can really bring a character to life, and tug on the player's heartstrings so they feel powerful connections to the members of their group.

Newcomer: Adding to a group is always a big deal, and telling a story that introduces a potential new member can be exciting for everyone involved. A Newcomer story gives a Dreamweaver the opportunity to expand the core cast of a campaign while examining just how the players handle the idea of outsiders.

Do they actively look for new members? Have they gained a reputation that causes someone to take notice and seek membership? Are they xenophobic or do they welcome new people with open arms? Situational needs can dictate exactly how this potential new group member is met. They can be an Anima in trouble that the group bails out, or a complete stranger who approaches them.

This story should give ample time to allow players to formulate their own opinions on how they feel about potential new members, if they question a newcomer's motives, if they are threatened by a newcomer's potential, or if they all share the same feelings. A group can quickly be at odds if their members share vastly different opinions on whether or not a new person should be included.

Depending on the current need of a campaign, this story can be set with a more action oriented plot by tying the newcomer to a dangerous situation. Are they offering a mysterious artifact to the group as a gift for membership? Is the gift sincere or is it dangerous? Did it belong to someone or something that will come looking for it?

Alternatively, the newcomer may be the sole survivor of a destroyed Coven. Maybe MOX killed their brethren and they are out of friends to call on. Do the players come to their aid? If they do, are they willing to bring the lone Anima on board?

Let the Newcomer story bring as much or as little action as is desired at the particular juncture of a campaign that is being told. The focal point will remain on the group's feelings about it all, no matter how high or low the level of action the story commands.

Loss: This story hook is a hotbed of danger and emotional peaks and valleys. Writing a story about how a character who is part of the group, but not portrayed by a player, is lost can really shake up a game session.

The exact method of loss will be circumstantial to the campaign but should be scripted by the Dreamweaver for maximum effect. A group member could be found murdered, and the story could be one of vengeance against the mystery villain (a now unbound Reaver/Nemesis, MOX, or a fellow Anima). This allows for a part investigation, part conflict story that will have become emotionally charged over the death of a group member.

This loss can instead come on the heels of less dire events, such as a group member "leaving" because of uncontrollable circumstances. For example, a teenage Anima being forced to move far away along with their family. This can allow a Loss story to take on a non-combative roleplay focused story dialing in on the fallout of a member's departure.

The exact reason will set the tone of the story but the idea of loss can be a powerful issue in a Coven or Friends campaign, particularly when taking place several stories into it, as by then players have had enough experiences to become thoroughly attached to the characters involved in it.

Conclusion/Finale: When the time is right, bringing a Coven or Friends campaign to an end effectively is part good planning, and part being opportunistic. By its nature, this type of campaign tends to operate in a sort of indefinite suspension. So long as the group remains, the campaign can effectively continue as it always has. This is where planning is required.

If a Coven or Friends campaign is being designed with an ending in mind, that ending should be sculpted around a significant event that changes (or ends) the lives of all the group members who experience it. This can be finally openly doing battle with a rival and its subsequent fallout, or something significant such as the death of group members causing the group to have a rift in their opinions and because of such split up.

Here is where the opportunistic behavior is needed. Since players are the driving force behind the current status of a Coven or Friends campaign, the dramatically appropriate time for a finale may arrive without planning. A scenario like the ones mentioned can be the byproduct of player actions at any time during any given story, so as a Dreamweaver, vigilance is needed to see when such an event is starting to unfold. Once this has been assessed, the Dreamweaver can start taking the desired steps to include any of the previously planned events to help complete the finale the way they envisioned it—since the players opened the door for it.

Coven or Friends campaigns are difficult to gauge in length because of this and can come to an abrupt ending with little warning, so Dreamweavers should heed the advice of properly planning finale material and be opportunistic enough to use it when the time is right.

PART OF A GREATER WHOLE: DCMA

A series of stories told from the perceptive of Anima society's largest organization is a solid option that allows for either an open-ended style of storytelling, or a very methodical plot procedure. Excellent for small or large groups of players, this campaign can focus on a single Field Agent or an entire team of them, and gives Dreamweavers a full spectrum of options when it comes to style, subject matter, and duration.

For those interested in an open-ended series of stories, having players assume the roles of DCMA field agents all working as a team from the same office can allow them to handle cases in a method similar to a police procedural television show. Each game session can handle a new assignment, introducing new characters and places as necessary, with an unlimited duration.

For a more focused campaign concept, an intricate plot of how the players' team rises to prominence with the DCMA can work as well. This can be filled with several subplots such as rivalry with fellow teams at the office, managing their members to keep top honors, dealing with the personal issues of the team and how they try to keep it from affecting their work.

Telling a campaign from within the DCMA takes the personal conflicts and affairs of an Anima and combines it with a much larger world of intrigue and conflict. For a linear campaign with an intended conclusion, it is important for a Dreamweaver to focus on a very specific plot concept and not get too distracted by the countless subplots that can develop organically through the stories. This can easily lead to a campaign getting lost along the way and losing a tight grip on its intended focus. To avoid this problem, Dreamweavers should be careful to estimate a duration for the campaign and loosely plan out the story arcs they wish to tackle before even setting out on the first game session.

As a whole, these campaigns place greater focus on the player's involvement and contributions to the DCMA, taking a look at the value associated with being part of a greater whole. During the course of a DCMA campaign, players should answer questions such as: How loyal is my character to the DCMA? What does the DCMA represent to them? How committed are they to being a part of the agency's work?

STORY HOOKS

Assignment: All field agents get their first start when they are assigned to a team. This process makes for a good introduction story, allowing players to meet and greet their fellow teammates, get a feel for the other important characters at their office, and possibly taste a little bit of action by way of the team's current or brand new assignment.

Cases with relatively straightforward conflict are

usually best for this story arc, such as simple investigations, or encountering trouble on a routine patrol. The objective for this type of story is to establish first impressions for all the significant characters that will play a part in the upcoming campaign, and to begin planting the seeds of the overall plot.

Patrol: Monitoring territory can be a great basis for a story, as one can never be certain what kind of trouble they might find on any given patrol. Perhaps the players spot an unidentified Anima and decide to make contact, only to learn the person is newly awakened and being hunted by a Reaver.

Do the players help them? Do they seek to bring them into the DCMA fold? Maybe the group finds itself under coordinated attack while on patrol from MOX, and they become embroiled in a conflict with MOX members. Do they weed out the enemy by hunting them down, or do they enlist the office's aid? Do they seek the glory of taking out an enemy cell or is following the procedure and reporting to the office the only objective?

Investigations: Having an investigation case assigned to the players is a bread and butter DCMA story that gives the Dreamweaver the chance to test players' wits, crafting a story that's both crime mystery and action-adventure.

The specifics of the case should be chosen to create the desired mood and feel of the campaign. Investigating a gruesome murder can give a story a dark sensation, and put the players in a state of heightened awareness as they pursue the killer.

Investigating an Anima violating the Codex by using magic illegally can offer a brain teaser where players are more invested in outsmarting a criminal and cracking a case like a proper detective. Whatever the case assigned, it should be composed of content that will highlight the desired mood, allowing players to submerge themselves in the desired emotions.

Hunts: Tracking down a wanted Anima, or hunting a specific Reaver, can offer a simple, adrenaline filled story when the campaign needs a spike in action or danger. Designing the hunt's target is the key to making this story memorable.

Catching random bad guy number 11 isn't noteworthy, but tracking and apprehending an Anima serial killer who can no longer separate his Waking World identity from his Animus, and thinks killing fellow Anima is actually saving the world, makes for a much more engaging story.

Be sure to thoroughly plan out the interactions with both the hunt's target and the clues it leaves behind that the players must follow. Also give thought to what the DCMA will have on file about the target as this information would be passed to the agents assigned to the hunt case.

Recruiting: Managing a team roster is not a constant shifting of personnel, but choosing who to add and when to add them is a complicated situation that can be the focus of a good story. For the DCMA, teams are usually allowed to decide who to count among its members. There are issues that can arise, though. Because changes to a teams roster must be approved by a Senior Agent, negotiating for favor can be a continued sub-plot through a DCMA campaign.

Recruiting stories allow for this sub-plot to rear its head as a team of players may meet a character with desirable skills whom they would like to add to their roster. Ultimately, the DCMA can forcibly assign its agents however it wishes, so even if favor can be acquired from a direct supervisor, that does not guarantee the team gets what it wants.

Ongoing competition with fellow teams can lead to strife at the office as each group makes a petition to add the same Anima, and teams better at currying favor may find their wishes fulfilled more often than not, helping them reach an elusive promotion.

This story hook is best used by concentrating on the component most appealing to the players. Do they love the politics of the work place and the struggle of proving better than the other teams? Focus on the backstabbing going on in the workplace and the favors asked of the players by their superiors. Do the players love the aspect of building the most effective team possible and becoming legends throughout the DCMA? Give them the option from a Senior Agent to expand their roster and let them hold interviews among potential candidates.

Whichever component is chosen as the core for the story, tie a bit of drama to it so that players have active struggles either because of, or during, the process. Cases don't just stop coming in while the team assesses its development, and new candidates may need help getting approved for agent status, or bring serious baggage with them (bad reputations, old enemies, problematic Nemesis).

MOX: A modern day inquisition tale demonstrating the terrible drive and capacity of the DCMA's most feared enemy can be just what the campaign needs to raise the stakes. MOX members operate in secret and strike out against Anima with ruthless determination.

Try telling a story where the players learn of reported MOX activity in their territory. The presence of the enemy on their turf should put the players on edge, and shaking down locals and enhancing patrols to get a lead on MOX's activities can make a great entry point for a larger, protracted plot. Since MOX are able to enlist the aid of unbound Reavers, there can be any number of evil schemes in the works to bring the DCMA and its members down.

Have players learn of citizen kidnappings only to learn it is a Nemesis body snatcher who is assuming the identities of those it kills to learn DCMA secrets. A story like that allows the Dreamweaver to simultaneously let the players resolve a problem by defeating the Nemesis, and alert them of a much larger issue that is brewing (MOX learning their secrets).

MOX stories should always allow for some form of resolution, but hint at the much greater evil that is tirelessly working behind the scenes.

United Vision: Far less insidious than MOX, dealing with United Vision gives players a feel for the political scene and the effect that the DCMA, and by extension the players themselves, have on Anima society.

Devoted to the belief that the DCMA Codex favors sleepers far too much, it is common for the often secretive members of UV to act out in favor of those being persecuted by the DCMA for perceived crimes against sleepers.

This kind of story can force players to call into question just how committed they are to the principles of the DCMA, and cause them to look at the sometimes violent conflict that is born of opposing ideology. Unlike facing Reavers or MOX, members of UV are often times kin, fellow Anima who just believe the DCMA is handling things poorly. Genuine drama can ensue when such a story finds one of the DCMA's own among those responsible for criminal acts in United Vision's name. Do the players bring them to justice? Are they willing to hurt fellow Anima over differences in opinion? Do they feel UV is a farce devoted to letting Anima believe they are above the law?

Set a conflict that forces the players to get involved, such as investigating an escaped criminal Anima, keeping the peace at a DCMA office where UV is protesting, or giving testimony at a trial where UV is representing the defendant. Have things go haywire, and let the players deal with the fallout.

Double Agent Scare: Early in its history, the DCMA learned of Voids the hard way. Fellow Anima had given in to the Doubt and turned against their brothers and sisters in secret. Now the mention of a Double Agent is a very frightening thing at any DCMA office.

Write a story of a suspected infiltration at the player's office and carefully escalate the paranoia that such a concept naturally breeds. This story can allow a Dreamweaver to set player's nerves on edge, as internal witch hunts are still feared in the modern DCMA. Players can be goaded into not trusting anyone, even each other, and all the while a very real enemy might be getting the better of them to hurt or steal from the DCMA.

Tribune Safety: Maintaining the sanctity of its own laws is crucial for the DCMA. Without publicly holding itself accountable, fellow Anima would lose faith in the organization and seek new leadership. In order to operate in a proper manner, trials held by the DCMA are publicly listed for any Anima who chooses to attend. Also listed is the Tribune who will oversee these trials, and that is where any attempt at corruption truly begins.

Whether the campaign needs a little action, or some political hustle, high profile trials make for dangerous situations, especially when large or powerful groups have stakes in them. Set up a story where the case and its outcome are being closely watched by many Anima. This can be because of the relevance of the law broken, the significance of the Anima on trial, or the black eye a group may earn should the defendant be convicted.

Players can be assigned as a protection detail for the presiding Tribune up until the trial, and they may find real dangers waiting for them. Threating a Tribune before such a big trial is not unheard of and bribes, threats, and blackmail are sure to pop up. Let players decide how loyal they are to DCMA's laws. Are they willing to give up the Tribune for a payoff? What if the threats get turned against them or their loved ones? Do they care about the outcome of the trial, and if so, what do they wish to see happen?

Conclusion/Finale: If the DCMA campaign is being told in an open-ended format, a suitable change to the status quo may be enough to bring everything to an end. Events such as the team being forcibly relocated, members being promoted or reassigned, or an office being dismantled and merged with a preexisting one can all mark the end of a particular series of stories.

If a more specific plotline is being followed, an appropriate finale should bring the plot to a dramatic resolution. A rivalry with a competing team can end when that team gets devastated in the field. A MOX threat has its primary headquarters revealed and the players partake in the final battle to destroy it. The primary advantage of telling the campaign with a specific plot throughout is the ability to build up to, and deliver, an epic finale that is satisfying and memorable, so be sure to use all the little build up moments you sprinkled throughout the stories of the DCMA campaign to help culminate in a magnificent finale. The players should feel they accomplished something by seeing it all through to the end.

UNITED VISION

A campaign from the view of United Vision is ideal for small groups or solo players. Most of UV's actions are performed while undergoing normal daily activities, and as such, it is common for a supporting member to keep their affiliation completely secret from the rest of their life.

This is why most UV campaigns are told with the affiliation being the overarching premise, but that leaves plenty of room between relevant events to be filled with subject matter that appeals to the player's particular taste.

The most important questions to be answered throughout a UV campaign are about the characters' motivations. Why do they oppose the DCMA's laws? Do they agree with just the basic principle of UV or do they agree with the more radical ideas as well? How much risk are they willing to undertake to see that the DCMA loses its firm grip on Anima society?

STORY HOOKS

Joining: Supporting United Vision and being an active member are not the same thing. To be part of the group's inner workings, a character has to be investigated, contacted and tested before they are truly accepted. This process is always an appropriate way to begin a United Vision campaign. Dreamweavers can tell the story of how a character, or group of characters, are first contacted and why. Were they overheard speaking ill of the DCMA? Did they get caught violating the Codex?

Once contacted, they can be tested by a United Vision member, which usually involves them committing an act for UV against the DCMA, such as stealing intel, corrupting a trial or investigation, or helping an Anima evade apprehension by the DCMA.

Covert Missions: A handler from United Vision can make contact with the players to give them an assignment much like the one undergone when they first joined. This can be the first experience of just how dangerous being an active member of UV can truly be.

Handlers range from nurturing people who hope to cultivate new agents of change, to vicious thugs who use coercion and blackmail to ensure they get what they want.

The first Covert Mission story told in a United Vision campaign should set the stage for the players' future by introducing them to their handler and giving them a taste of how things operate in their particular neck of the woods.

Are the players being fed UV propaganda to instill them with a feeling that they are fighting the good fight? Does their handler hold them through blackmail or threaten to

expose their affiliation if they fail to follow orders? With UV, anything is possible regarding how they conduct their affairs since the group is largely decentralized and lacks the DCMA's uniformity of procedure and purpose.

These missions more often than not will be to take an action against the DCMA, potentially a violent one. Otherwise, it will be an act devoted to strengthening UV or its significant members. Dreamweavers should give time for the players to feel the severity of their new ties with United Vision and decide exactly how they feel about it. As the story progresses and concludes, be sure to also tip players off to how the actions they've taken and decisions they've made cause very real effects.

Radical Approach: Eventually, any active member of United Vision will be approached by its more radical members. Those who believe sleepers are ultimately the Doubt's assistants are scorned for their barbaric practices even by members of their own organization.

Inevitably, the players will be contacted by a part of this sub-group and pressed to see if they share the same feelings. Strife can arise should the players disagree and turn down these radicals, as this process is cause for much of the infighting that plagues United Vision to this day.

Angering a murderous group of Anima brings a big problem when there is no one you can openly turn to for help. Without knowing other active UV members, dealing with the radicals can be the subject of its own story, forcing players to end the problem temporarily and come to a decision as to how they will deal with the radicals for the future. Will they turn them down and accept the possible violent repercussion? Will they buckle under threats? Do they find a way to placate the radicals so there can be peace, or try to sell them out to enemies like the DCMA?

This story has obvious danger, but can also give a United Vision some good layers of intrigue, and demonstrate how hard it is to play games on the big stage without favors to call in and friends to depend on.

ORDER

The pursuit of magical mysteries is a classic campaign concept, and the primary focus of an Order campaign. The magical Traditions are as diverse in their practices as they are in their membership. Depending on the particular Order that is written about, the mood and setting of the campaign will change accordingly.

An ancient hermetic Order devoted to the sorcery of legend and persecuted through the ages by one group or another will likely conduct its affairs privately and closely guard its secrets. A more modern Order, born of a modern interpretation of forgotten rites, may be willing to discuss its teachings with anyone who shares an interest. Dreamweavers should take time to discuss the Order being chosen as the focus of such a campaign and at least verify that it represents concepts of interest to the players.

While an Order campaign can be designed for a group, that is a much more difficult task to manage and usually assumes the playgroup is a large portion of the Order itself.

Small groups or solo players make easier fits for this campaign style and can get into both the secret behaviors of the Order, as well as embarking on a very personal quest to advance in status among the order, gaining power along the way.

STORY HOOKS

Rite of Passage: Most Orders, even relatively lackadaisical ones, use a formal method of identifying and initiating its members. This process can be simple, but for the more prestigious ones, getting accepted can mean access to a treasure trove of magical knowledge, as well as the ability to consult with, or call on, esteemed practitioners.

A Rite of Passage story should take time to let the players demonstrate why their characters are interested in the Order and what it means to them to be accepted.

The actual trial for membership can be recovering valuable occult knowledge, performing in a magic ritual, experiencing a dream-quest or any other deed as is appropriate for the Order in question.

Body of Work: Many Orders require its members to further the group's cause by contributing a body of work to the Order. This can be anything from the discovery of forgotten knowledge, to the creation of a brand new Practice.

For an Order campaign, the Body of Work story can be a recurring subplot that endures throughout the campaign up until its completion. Simply reading through books makes for a lackluster game session, but completing a body of work for an Order can involve much more exciting activities.

Trading favors with a magical entity to learn information vital to the task can make for an excellent Body of Work story—especially if the entity requires the characters to undergo a dangerous task. Performing a magical Practice in testing and having it go wrong, or garner the attention of a malevolent entity can make for an equally interesting story.

Dreamweavers should be sure to tie the activities required to the theme and style of the Order. A shamanistic Order may cause characters to take repeated vision quests, offering a chance for a protracted Dreamscape experience. Dreamweavers should also make plans for how the Body of Work story and its titular project will come to completion.

Across one story or several, at the end of the process, a character should feel they've made a remarkable contribution to the Order's reservoir of knowledge.

Outside Request: The Waking World is full of conflict. Anima, the Doubt, Reavers, magical beings, Orders, factions—the list goes on and on. During conflicts, it is not uncommon for a group to seek outside assistance and for this purpose, Orders are occasionally contacted for aid.

This requested assistance could be nothing more than a sharing of knowledge, but sometimes it is much more than that. Maybe a prominent Anima wishes the Order to work some of its magical expertise, perhaps the DCMA or a similar organization is seeking war allies and hopes to enlist a respected Order.

Situations like these, both large and small, make for great stories in an Order campaign. How precisely an Order chooses to negotiate an exchange of services may be out of the player's hands, but dealing what has been promised by the Order can fall squarely in the players' laps.

The specifics of how this will happen can change largely based on the style of the Order. A power mongering cabal of sorcerers may consider any outside request a favor that needs proper payment, whereas a circle of pacifistic druids may lend aid without much of a second thought, so long as it is a nonviolent endeavor.

Choose the nature of the favor requested, what the Order requests for it, and how players will be commanded to fulfill the request. An Outside Request story should give the players a reminder of the dual edged sword that being part of an Order really is.

Acquisition for Study: Artifacts, particularly ones of great power, tend to be of great interest to most Orders. While an object powerful or otherwise that has been stolen from a dream may have little significance to an Order's actual Tradition, such an item is always of value to someone and that gives the Order something to barter with.

More often than not, such items will be hoarded until they can be traded for more relevant material, but should the artifact bare some kind of actual significance to an Order's Tradition, nothing will dissuade an Order from trying to obtain it.

The Acquisition for Study story is one where players, be it by command or through their own initiative, have become devoted to gaining material of significance to the Order. This can be a magical text, a fellow practitioner's work notes, or an artifact. Players should be made aware of how this type of activity is a lifeblood for most Orders, giving them superior insight into their Tradition and becoming a respected authority in the field.

When crafting the story, Dreamweavers should decide what the details are about the item to be acquired and what difficulty the players will encounter along the way. Is the item truly as valuable as it seems? Does it belong to someone already and will the players need to steal it? Will they barter with a current owner, and if so, what will they need to do to seal a deal?

Order Ritual: Many Orders will work extensively, members side-by-side, to perform a ritual far beyond the grasp of a single practitioner. These rituals have been the stuff of legend throughout history. Everything from conjuring demons, to scrying on distant lands, or even calling forth lightning to plague a battlefield have been reputedly accomplished by practitioners of old, and Anima who join an Order often wonder how to duplicate such events.

Rituals of this scale can have tremendous requirements, and pose much danger. An Order Ritual story can be a single story that focuses on how players contributed to a ritual's performance, or it can be a much lengthier sub-plot, acting as a form of persistent goal the players are working towards throughout their Order campaign.

Does performing this mighty feat require obscure materials that the players will be charged with acquiring? Is the Order large enough to complete the task or do they need to grow in number before it can done correctly? Will players reap some of the benefit of this grandiose plan?

The type of ritual to be attempted, how involved the preparation is, and just how powerful the effect will be, should be decided by the Dreamweaver in a manner that both exemplifies the Order's Tradition, as well as gives the players a sense of the wonder Anima feel when they win a very real battle with the Doubt. At its core, an Order Ritual story is a tale about how much can be accomplished when a lone dreamer becomes many.

The Doubt surely won't take such a defeat quietly, and any repercussion associated with the ritual should also be made to further cement in the minds of the players the idea that Anima are always at war with the Doubt.

The primary difference between reading a novel and being part of an RPG story is that the novel is fully scripted, while an RPG story is incomplete until the players get their chance to participate.

For any aspiring Dreamweaver, this is a very important concept to understand as it can mean the difference between a boring game session and one that the players may remember for years to come.

Imagine for a moment a fairly conventional plot of a story where the main character uses the motivation of losing a loved one to learn how to be a crime fighting vigilante and goes on a crusade to make the streets of his home town safe. Straight forward in its design, this could easily be the plot of any number of action movies or novels.

Now imagine if after the would be hero's loved one was lost, they instead decide life is too short and they go on a globe trotting vacation across the country side. Or they decide they can't handle the loss and begin abusing drugs or alcohol. Either way, it would have made the story to follow much less appealing and probably devoid of crime fighting heroics.

This is how RPG stories differ—the players choose their characters' actions. This presents both opportunities and complications. While the example of the crime fighting hero certainly highlights the potential problem associated with players choosing their way through a story, the benefit is that even the Dreamweaver gets the thrill of never knowing exactly how a story is going to play out.

Recognizing this unique element of telling an RPG story allows the Dreamweaver to approach writing their story in a different way. It's always wise to start the story creation process with the fairly linear procedure of beginning, middle, and ending. This gives a baseline for events and a cohesive way to bind all the elements needed for the story to give its participants a riveting experience.

Beyond that, however, the Dreamweaver needs to look at the components or scenes of a story as not so much of a telling of what is happening, but rather a series of situations for players to experience and handle as they see fit. Looking at things with this in mind helps a Dreamweaver stop thinking only "This will be an exciting scene" and start thinking "What are the players going to do about this?"

Ultimately, things that make for great stories still apply in either medium—themes, carefully crafted mood, clever plot hooks, and shocking events are great for all stories. The question becomes instead how to consistently provide these during a game session while still offering the players the freedom to choose their own contributions at any given point.

Below are a list of useful tips for a Dreamweaver to keep in mind when setting out to prepare their first ODAM story.

Keep the players' wants in mind: Never lose sight of the fact that the easiest way for your game session to be a hit is to give the players exactly the kind of thrills they were looking for. The better you know your players, the safer it will be to deviate from this standard rule, but in the beginning, stick to the obvious. If your players love mystery stories, tell them one! Don't set out to tell a tragic tale of romance when your players have clearly told you their preferences.

Narration: As a Dreamweaver, it will be your job to verbally explain all the details of a current scene. Be prepared to give vivid descriptions of characters, locations, and events, because your explanation is all the players will have to go on. Try to not leave key details to assumptions. If a character is wearing a strange outfit, or has a pronounced scar, be sure to inform players, as they can only see or know what you tell them!

Tell what you know: Telling a first story can be a daunting task, so try to keep as many variables as possible under control until you have a better grip of what you can handle as a Dreamweaver. Keep things simple. Complexity or multitudes of subplots do not ensure a better story, but can easily ruin one if not handled correctly.

Try a simple plot, and minimize the content about subjects you have little experience with. If, for example, you are not particularly interested in politics and are relatively unfamiliar with them, but do have a firm interest or understanding of automobiles, try and avoid telling a story centered on politics, and instead tell one that somehow utilizes your knowledge of cars. It will make it much easier for you as a new Dreamweaver to make your story convincing and that always comes across to your players.

Show, don't tell: As a Dreamweaver it's important to learn when it is best to just state the outcome of events, and when it is better to actively narrate or roleplay them.

In any story, there are plenty of relatively menial events that do not require active attention. A player whose character has been drinking at the bar may state "You know, my character probably has to use the bathroom after all this beer. He's going to do that." While a perfectly logical action, it hardly requires more attention from the playgroup than a simple acknowledgment of it happening. So for most purposes, a Dreamweaver telling the group, "Okay, he's going to the bathroom," is plenty of detail.

That may seem an obvious statement, but consider how often such a decision could be made, and see how it may instead be handled differently to great effect. Let's assume a playgroup is playing through a fantasy dream sequence, and their characters are adventurers who have been summoned to an audience with the king of a distant land. After arriving at the king's castle, the Dreamweaver might ask the players what their characters are going to do, leading to an exchange like this:

Dreamweaver: "You've dismounted, and given the horses to the stablemaster. What will you do now?"

Players: "We're going to see the king!"

Dreamweaver: "Okay, you're at the king."

Though that exchange isn't necessarily wrong, imagine how much detail could be conveyed to the players with a short narrative:

Dreamweaver: "Before the looming walls of the castle, a herald of the king's court awaits you. His richly embroidered tunic immediately separates him from the commoners passing through the castle gates, as does the heraldry boldly displayed on his chest. The common folk give him wide berth, not willing to accidentally make contact with his fine clothes.

"This, and the disparity between the imposing size of the castle, and the meager hovels of the common folk, subtly reminds you of how much wealth this king has accrued at the expense of his people."

Here, with just a simple narration, the Dreamweaver has set the scene with some life. The players can image a bustling town of downtrodden, hardworking folk living in the shadow of their wealthy king and his lavish castle. Knowing when to portray that extra detail (and when not to) goes a long way towards bringing a story to life for your players.

Keep notes of key details: Being a Dreamweaver can be demanding, and remembering all of the important things that take place over the course of a story is asking a lot of yourself, so take notes. Keeping a basic record of things that may prove useful in the future can make your job much easier. Created an impromptu character that the players loved? Write it down so you can revisit the character for a later story. Did a player just alert you to something they wish to do that won't pay dividends for quite a while? Write it down, so you can show the result of the action at a later time. Try not to depend solely on your memory for the many components of running a story.

Have a backup plan: The main premise of any story prepared for a group of players will probably have its own incentive built in. If the Dreamweaver has given fair consideration to the characters who will be part of it, they can rightly assume that most of the time, the story will proceed in some fashion towards its planned conclusion.

Unfortunately, most of the time is not the same as all of the time. A Dreamweaver cannot account for everything, and there will be times where the course of a story may deviate substantially from the initial plan.

With this in mind, it is highly advisable to keep a plot backup plan on hand. This can be a series of events or alternative happenings that can help push the players back on track so the planned story comes to its intended conclusion. Alternatively, the backup plan may be an alternative version of the story's resolution.

As the Dreamweaver, ask yourself what actions could take place that would cause players to deviate from the planned plot course, then concoct a remedy for it. It can be a life saver and prevent having to pause gameplay mid-session so that you can rewrite the story and continue.

Take a Break: Don't be afraid to take a quick break from time to time if you need a moment to organize your thoughts. Game sessions can be unpredictable. It is much better to pause for a few minutes after something has derailed your plans so you can calmly decide how to continue the story than it is to forcibly move along and further complicate the situation. Players should understand the need, and may even enjoy the feeling of being completely off script.

Manage the Game Session: Part of telling an enjoyable story is not letting the audience ruin it. A Dreamweaver needs to be able to control the players comfortably so they aren't constantly interrupting the flow of the game, either intentionally or otherwise.

Review: Be sure to go over what transpired over the course of a game session. Discuss with the players how they felt about the story so as a Dreamweaver you can learn what works and what doesn't. Reviewing the game session with the players will inevitably lead to more fun with each new game session as the Dreamweaver can devote more time and energy to the story elements and immersion tactics that are working for the group, and less time on stuff no one gets any enjoyment from.

CASTING THE NEMESIS

The idea of nightmares being alive or coming true is a captivating concept that is commonly addressed in ODAM. Reavers are a frequent difficulty in the lives of Anima, but none more so than the Nemesis. This specific nightmare is designed to be a counter to the characters Animus and should by its very design pose a significant threat. Handling just when and how a Nemesis arrives for a story requires careful consideration. Due to the secrecy of the nightmare tests, a Nemesis could in theory be unleashed upon a playgroup whenever the Dreamweaver decides it is best to do so, but take caution not to use too heavy handed of an approach with your player's Nemesis, or they will begin to feel the game is rigged or somehow punishing them.

For Reavers, a more immediate arrival and subsequent danger is often reasonable. For a Nemesis however, careful planning should usually be put in place to account for their arrival. These villains are much more complex, having methods and ideologies of their own. They will do their utmost to destroy the Anima they are bound to and the exact method by which this is done should be well thought out.

Nemeses also typically pose a much greater threat to an Anima than the standard Reavers, so randomly springing them on players at inopportune times or with excessive frequency can lead to an abrupt end to a story.

It can help to think of a character's Nemesis as the star villain in their story. Every effort should be made to showcase this villain's danger, purpose, and design. This will keep their mystique alive in the player's mind and make dealing with them feel intimidating and dangerous, without letting them become overbearing.

FACES AND PLACES

The locations and cast of your stories are two primary components that give life to a play groups experience. While the player characters are always key cast members, the other characters they will encounter also play an important role. While these non-player characters may not be of crucial importance to a story's plot, even incidental contact with them should help make the story feel more real.

Without rich, vivid personas to populate your stories, it will be very hard for players to stay immersed, as being forced to interact with bland or unbelievable characters will certainly lead to a violation of a story's authenticity. Be sure to give proper thought prior to gameplay about how each cast member will be portrayed, and how to ensure they are perceived as vivid and real. This should be done in a limited fashion for impromptu appearances, in case players encounter a character that the Dreamweaver hadn't specifically planned for.

Much of the same can be said of locations. Think of your favorite hang out. It could be the bar down the street, your buddy's basement, or a particular spot in a local park. Regardless of the place you chose, your memory instantly became filled with details that make this place a locale you adore. The sounds—is it loud with chatter like a busy bar, or filled with a soft murmur like a library? Is there a distinct smell that you thought of? Perhaps the faint odor of stale spilled beer, or the strong aroma of burning incense? Are there regular people you always see there at certain times of the day? These questions can help you give genuine life to the locations frequently visited over the course of a story, which can help players feel connected to the place just as their characters would be.

PERSONAL TOUCH

Weaving details through a story that are custom crafted for a specific player is a superb way of helping a player stay connected to the story, as well as giving a plausible injection of material not tied solely to the story's plot. This helps players better connect their characters to a story and can give the feeling that their actions, both big and small, are important. It showcases that the little actions taken still have real implications, even if they aren't critical to the story's main plot.

Sometimes this can be accomplished with small, simple details such as having a player run into an NPC they had previously had some interaction with. The character can then give the player a quick follow up, reminding the player of how time is progressing for everyone. Even having the NPC recount a story of how their interaction with the player affected them afterwards can have a strong effect on that player.

At times, a crafty Dreamweaver may wish to take it a step further and weave full miniature plots into a story that pertain exclusively to a single character. Keeping these plots interesting without allowing them to overshadow or interfere with the main plot of a story is the trick, and if that balance is struck, the player will be further involved in the story and its outcome.

DEALING WITH DEATH AND DANGER

The general rules and subject matter of ODAM can be very dangerous to characters, and with a quick turn of events, players can find their characters in life or death situations. Further issues can arise when either the Dreamweaver or player aren't mindful of how easily death can come in a violent situation where guns are firing, or magic is flying.

Having a firm grasp on the rules of ODAM should impart upon both players and Dreamweavers how well represented violence is, thus charging into a gunfight should cause the same trepidation for a player that it does for their character.

Keeping violence at the right level for your story is a vital task. A good understanding of the rules can help a Dreamweaver adjudicate just how dangerous a specific situation will be for their players. In ODAM it is necessary for Dreamweavers to take great care not to make their story antagonists or villains too far beyond the player character's ability or they will prove vastly superior and make short work of your story.

Frequency is also a concern for mood and theme, as well as for the risk of death to a player character. Certain story themes use violence as a dramatic affair to heighten the emotional stakes, while for others it's more a persistent backdrop used highlight key story elements. Don't let frequent violence distract from the more compelling themes of a story, and for stories where it is ever present, use the power of its cessation wisely to create impacting scenes.

Generally speaking, violence is visceral and dangerous in ODAM. For stories where its frequency is planned to be very high, careful consideration should be given by the Dreamweaver, as slight adjustments to rules may be necessary.

Below are some simple rule adjustments that can help lessen the severity of combat in your stories, allowing it to take on a less lethal form and better serve as a subsidiary of more significant story elements.

Large Health Scores: Instead of giving a character the base 100 Health score normally granted to humans, change this value to 200. This gives a lot more breathing room when encountering combat. It will give a larger berth before triggering Wound Penalties, making small amounts of damage take longer before debilitating a character. Wounds sustained to the extra health will still require the normal process for healing, which should still force players to hesitate before going into combat while still injured from a previous battle.

Stamina First: Rather than have damage of a lethal nature apply directly to the health score, have the damage reduce Stamina first. This allows characters to sustain a variable extra amount of damage based on their Endurance score. Stamina also has the advantage of regenerating both quickly and easily, making this the ideal adjustment for any story where combat will be both frequent and unavoidable.

Mild Wounds: As an alternative to more dramatic adjustments regarding the ability to sustain damage, Mild Wounds alters the Wound Penalties incurred from taking damage to make them less impacting. This keeps characters from rapidly becoming so physically impaired that they can no longer compete with their enemies.

This alternate rule is best for stories where player characters will frequently find themselves in situations where they are outnumbered, or forced into repeated violent conflicts in a short span of time. This is a subtle change that can be just enough slack to keep player characters alive, while still keeping combat dangerous and tense.

Sometimes, despite all the careful planning, death finds a player character. Role playing stories are loved for their flexibility as it gives them the very real sensation that anything can happen. Unfortunately, this includes violence, both incidental and otherwise, which will sometimes end up killing a player's character.

This presents a difficult decision for the Dreamweaver. Do they maintain the integrity of their story and let the character die, or do they alter the event so the character survives? Ultimately, this will be decided in accordance with the feelings of the playgroup as a whole. Some groups are very much aware of the possibility of having one of their characters die. They may even enjoy the real tragedy of it all, making the event one more epic moment in their ever evolving story.

Other groups, however, adamantly dislike the process of a character dying, whether this be because of their strong attachment to the character or a genuine dislike of starting over.

Knowing how your playgroup feels about character death should help the Dreamweaver choose how to handle the life and death situations characters get involved in, as well as just what to do when things take a turn for the worse.

EXPERIENCE AND CHARACTER DEVELOPMENT

In any story, seeing a character develop is one of the most rewarding parts of the experience and this is even more so for the players who are responsible for that character's creation and actions.

At the end of every story, experience points (XP) are awarded to players to represent how much their characters have grown over its duration. Deciding exactly how much experience to give should be based on the goals of the story or campaign. The scope of the stories should help guide the Dreamweaver in making such a decision.

For more epic or grandiose tales, players may require more XP per session to fulfill the needs of the campaign. Below is a list of the baseline amounts of XP typically awarded after a story as well as XP awards granted for various reasons.

Short story (One session)	10XP
Medium story (two or three sessions)	25XP
Long story (Four or more sessions)	50XP

Outstanding roleplay	5XP
Enhancing immersion	5XP
Completing a significant objective	8XP

These values represent a baseline for the purposes of character development and should be increased or decreased to meet the needs of the campaign. For campaigns where it is preferable to show a "snapshot" of the character's lives, reduced XP can be preferable so these characters don't evolve into something unsuitable for the subsequent stories. During a campaign that places large amounts of time or activity between each story, increasing XP awards can ensure that there is a strong sense of progression, allowing the player's character's to tackle increasingly difficult scenarios.

HOW TO HANDLE "DOWNTIME"

Using XP to develop a character generally assumes they are spending their "off" time practicing the increased skill or technique, but large portions of time passing between stories may require special XP awards to showcase how that time was spent and how much growing the character did because of it. In between stories, or even during a single one, it is possible for large periods of time to pass where the player characters may have remained active or otherwise benefited from the pause in the story's action. This period where characters are not participating in the main story plot, and are passively narrating how they spent large periods of time is referred to as downtime.

Handling downtime becomes much more important when it is accounting for lengthy periods of time. A player who decides they're spending the four hours they wait for a car ride practicing their boxing shouldn't expect any additional compensation, since when they spend their XP to increase their Boxing skill, it is already assumed they have been devoting appropriate time developing this skill beyond its active use during a story. Should the Dreamweaver alert that player, however, that they will be spending the next six months stranded on an island, it would be reasonable for the player to expect their boxing skill would grow if they devoted those six months to it exclusively.

Choosing an XP value to award for any given downtime is far too specific a situation to estimate here as it can range wildly in amount based on both the time granting it, as well as the overall campaign design of the Dreamweaver.

A Dreamweaver should be sure to discuss carefully with the players what their characters will be doing during the downtime and help them spend any XP awarded accordingly.

It may be preferable to have the players spend this XP immediately upon receiving it to better demonstrate the cause and effect of the actions they chose to take during downtime. Otherwise a Dreamweaver runs the risk of a player saving the XP and spending it on something completely unrelated and nonsensical.

Another important aspect of managing downtime is to properly increase a character's Nightmare score to reflect the amount of time that has passed.

At a minimum, every Anima's Nightmare score will increase by 1 every day they wake up. You should also consider that they may have spent Conviction in other ways in between stories, such as Dreamwalking or channeling their Animus.

Properly increasing an Anima's Nightmare score during downtime is very important, as an Anima's Rank is directly tied to how much Nightmare they have when destroying a bound Reaver.

KNOWING WHEN THE PARTY'S OVER

Deciding if the end of a campaign or story is the final curtain for a character, or if they should star in a new story and expand even further can sometimes be a tough decision. With all the possible themes and settings that are available to players of ODAM by way of dreams and Dreamscapes, it can be tempting to never let go of a character, instead letting them become an ever growing mash up of all the experiences of a single dreamer.

This ability to make even the old and familiar both new and exciting is one of the greatest aspects of telling stories for Anima, but if the creative spark is gone, or the characters tale is complete, starting over is always an option.

APPENDIX: ANIMALS

Humans are not the only inhabitants likely to be found in urban settings. Stories of ODAM may cause incidental or direct contact with other creatures both common and exotic. Here are a few sample animals and associated stats to help with story preparation.

BEAR

A mighty mammal with sharp teeth and giant paws. Bears are most commonly found in wooded areas, but can sometimes be seen wandering into the edges of suburbia.

ATTRIBUTES			
STRENGTH	11	INTELLECT	1
AGILITY	5	PERCEPTION	3
ENDURANCE	7	CHARM	1

SHAPING	0	CONVICTION	n/a	REACTION	8
HEALTH	200	NIGHTMARE	n/a	ARMOR	n/a
STAMINA	85	DOUBT	n/a	RESIST	n/a

CAT

Once revered for their mystic connections to the supernatural. They are now known as a common household companion.

ATTRIBUTES			
STRENGTH	1	INTELLECT	1
AGILITY	3	PERCEPTION	2
ENDURANCE	3	CHARM	2

SHAPING	0	CONVICTION	n/a	REACTION	5
HEALTH	20	NIGHTMARE	n/a	ARMOR	n/a
STAMINA	85	DOUBT	n/a	RESIST	n/a

DOG

A highly intelligent companion, well known throughout history for being man's best friend.

ATTRIBUTES			
STRENGTH	4	INTELLECT	1
AGILITY	5	PERCEPTION	7
ENDURANCE	5	CHARM	5

SHAPING	0	CONVICTION	n/a	REACTION	12
HEALTH	50	NIGHTMARE	n/a	ARMOR	n/a
STAMINA	85	DOUBT	n/a	RESIST	n/a

HAWK

A high speed hunting bird with superb vision and predatory instincts.

ATTRIBUTES			
STRENGTH	2	INTELLECT	1
AGILITY	9	PERCEPTION	8
ENDURANCE	5	CHARM	1

SHAPING	0	CONVICTION	n/a	REACTION	17
HEALTH	40	NIGHTMARE	n/a	ARMOR	n/a
STAMINA	75	DOUBT	n/a	RESIST	n/a

SNAKE

A slithering reptile feared for its quick reflexes and dangerous, often poisonous, bite.

ATTRIBUTES			
STRENGTH	1	INTELLECT	1
AGILITY	6	PERCEPTION	2
ENDURANCE	3	CHARM	2

SHAPING	0	CONVICTION	n/a	REACTION	8
HEALTH	20	NIGHTMARE	n/a	ARMOR	n/a
STAMINA	85	DOUBT	n/a	RESIST	n/a

"Beast at the Door"

An ODAM Story Module

Beast at the Door is a sample story module provided to help first time players get an interesting taste of being an Anima. The subject matter within this module will introduce several concepts such as Reavers and Dreamwalking, demonstrating how they might play a part in an actual ODAM story. It provides pre-generated characters so new players can get a taste of the game in action before having to commit the time and energy to creating their own.

This story module is included here as tool to help Dreamweavers and players who are new to ODAM experience the Waking World and hopefully inspire them to create stories of their own.

Designed to have an approximate run time of three to four hours, Beast at the Door makes an excellent example of a short story that can be completed in one or two game sessions.

BEAST AT THE DOOR OVERVIEW

The Doctor Connor Marlowe Agency serves as the governing body and law enforcement agency made up by and for Anima. Part of the DCMA mandate is assisting newly awakened Anima in living their new lives and handling the challenges that being an Anima may present. For those who have the proper backgrounds or ability, employment in the DCMA can often be the next step towards fully participating in Anima society.

Beast at the Door tells the story of three fledgling DCMA agents who are working together to complete their first field assignment. Under the remote guidance of a senior agent, the characters are sent to investigate the death of a teenager in a suburb of Chicago that features some telltale signs of the Doubt's handiwork.

If you intend to be a player in the Beast at the Door story, we suggest that you stop reading here, as you will find it more enjoyable to play without any further information about the story. It may add an extra level of fun to read over the story after you have played it. Did your group make the same Ability Tests and come to the same conclusions as the ones suggested in the written story? Or did you try to take a different tact? Reading through Beast at the Door after you've played it should also give you some more insight into the rules and systems of Of Dreams and Magic.

If you are a Dreamweaver, we suggest reading through the whole story first, then assisting your players in choosing their characters. You should also have a set of dice, a pencil, paper, and the full set of rules and story at the ready.

Either way, we hope you enjoy playing Beast at the Door. If you are a player, look over your DCMA Field Guide handout, work with your group to choose characters, and grab that character's sheet. Each character also has a reference sheet that includes a character history, some roleplaying tips, and full descriptions of their Traits, Techniques, Artifacts, and Animus. You will also need two ten sided dice, a pencil and some paper, and then you will be fully prepared for your first steps into the world of Of Dreams and Magic.

STORY SUMMARY

Several months ago, the DCMA started a program to give new Anima basic instructions on how to handle their new lives within Anima society. Three of those Anima were then selected and offered starting positions as fledgling agents of the DCMA. As new agents, they would continue their education and learn how to form an effective team so as to investigate Anima related crimes.

Beast at the Door tells the story of these three characters, each from a different walk of life, working together to complete their first DCMA assignment in the field—investigating the death of a teenager in a suburb of Chicago.

The trio's senior agent gives them the assignment explaining that the eye witness accounts, along with some other case details, seem inconsistent in a manner that typically indicates the Doubt's influence.

The new agents arrive in the town of Norfolk and after a brief scene of settling into their hotel, head to a local school to dig for clues about the murdered teen.

Their investigation leads them to a psychiatric ward where the victim's ex-girlfriend is now being treated. There, they have a harrowing encounter with a Reaver. Clues from the ex-girlfriend and the presence of the Reaver cause the group to go searching for the boy who they suspect may be at the heart of the problem.

James Baker is the inmate's current boyfriend and also the source of the Reaver. He is a newly awakened Anima and the agents track him down at his parent's home. Together, they convince James to let them help him. They enter his dreams to face down his nightmare in a climactic battle of angels and demons.

THE DEATH OF PETER KOSLOV

According to police files, Peter Koslov was killed by a stray dog attack 2 weeks prior to the start of A Beast at the Door. The attack took place on Sept 20th just off the corner of Willow Street and Emery Place. The DCMA's suspicion of possible magic involvement stems from the wild inconsistencies found in several of the eye witness testimonies.

None of the children questioned described the attacking dog the same way, and several insisted it was not a dog at all, rather more like a wolf. While eye witnesses are rarely perfect in their recollection of violent events, the seemingly simple details regarding the dog were so unanimously different that the case got flagged by the DCMA for closer inspection.

Besides the testimonies, the medical examiner made a report full of strangely incongruous details. Despite the absurd size and severity of Peter's lacerations, the examiner illogically concluded a stray household breed of dog could have killed the boy. This flawed logic lead to the DCMA deciding to send agents to investigate.

THE AGENT'S MISSION

While it is true the DCMA acts as a governing body for Anima society, it also serves as form of police force.

Unfortunately, this police force is burdened with some difficult tasks. First, when on field assignment, agents of the DCMA are primarily trying to assess the situation and look for indication of Reaver activity.

Reavers are always a danger to both Anima and sleepers, thus they must always be dealt with accordingly if discovered. The second part of their task in the field is to find if any Anima involved with a particular crime has knowingly violated local laws. If they have, the agents must make a judgment call to either admonish the offender and send them on their way or apprehend them so they can be judged by a council of peers.

Sometimes local laws cannot possibly account for the actions of Anima and the magic they wield. In this capacity, the DCMA enforces judgment on a case to case basis so the members of Anima society don't abuse the power they possess over Sleepers.

DREAMWEAVER TEXT

Any text presented in this format is information that can be read directly to the players. It often contains descriptions of locations and pertinent pieces of dialogue. While you are free to add your own personal touches to the text, be sure that any points in **bold** *are clearly delivered to the players.*

SCENE ONE—HOTEL

Dreamweaver: It's 2p.m. and what little luggage you have is already unpacked. The Chinese take-out you picked up on the drive to the motel has since been eaten and you all are now gathered around Billy's laptop. The video-chat notification goes off and Senior Agent Eric Masters comes to life on screen. Not a day over 30, Eric wears a pin-stripe charcoal grey suit. His neatly cut brown hair is swept to the side helping him epitomize the modern male business look. He nods slightly at you all, but avoids giving his signature grin. Its absence reminds you of the somber reason you are all in Norfolk.

Eric: "I forwarded you all my notes on the report we have for this open investigation. Remember what you've learned and I have no doubt I'll be signing my recommendations for your full DCMA Agent status when this is over. You have 3 hours before your required check-in with me. I hope you have something before that. Give me a call once you have made contact and established your first suspect."

With that, the cam goes blank as SA Masters disconnects.

Give the players a chance to settle in and feel comfortable with their character's personalities. If it is a group that enjoys heavy roleplaying, this is a good chance to allow the players to stretch their legs and explore the relationship between the three characters. The limited amount of information the players have should compel them to head directly to the school to start asking questions. No matter how long the players take to discuss their plans, the characters should find themselves arriving at the school by 3PM, unless the players specifically state they want to wait until after school is out.

The group have a simple 4 door coupe that is registered to the DCMA to be used freely in the course of the investigation. In the glovebox are three sets of falsified FBI IDs to help establish the character's cover story.

CONCLUSION

The scene will end with the players deciding on a plan of action and leaving the motel to head to the high school.

KEY DETAILS

◊ Billy's cover is as a consultant who survived a previous crime, while Nikki and Jerry are federal agents.

◊ Use Eric as a tool to keep players on course throughout the story if need be.

◊ If asked or given a chance, Eric Masters will remind the agents not to bring unnecessary attention to themselves. Cover stories are for at-a-glance deception only.

OPTIONAL SCENE—THE SCENE OF THE CRIME

Should the players decide to forgo visiting the high school first, their most likely alternate start for the investigation is to return to the scene of the crime. SA Masters has neglected to mention this as a suitable start point because he remains concerned that those still living may be in serious danger, and time is of the essence. As a veteran of the DCMA, he believes the crime scene to likely be of little impact and hopes the characters get on a hot lead quickly, thus he steers them to the high school.

The corner Peter Koslov was killed on is a quiet, sunny piece of suburbia. The neat houses that can be seen all appear to be standard fare for Norfolk, and none of the blood stains shown in the case file photos remain. Were you not fully aware of the tragedy that occurred here, you'd find it hard to believe that you were standing at the location where a teen was savagely killed.

Visiting the crime scene will prove worthless in the Waking World, as the corner where Peter Koslov was killed has long ago been cleaned. Should a player decide to Dreamwalk in the area, however, they will find plenty of Reaver Taint and a rather harrowing residual presence that should make them certain that either a Reaver is involved, or some serious dark magic is to blame.

(Dreamwalking): While dreamwalking, this street corner is not the peaceful place it was while you were awake. The sun is dim here and the area seems locked in a perpetual gloom. Upon the asphalt where Peter once lay dead, there is a large inky blot. This strange viscous fluid has spread across the intersection and is actually climbing the curb along Emery Place. As you inspect the alien material you can't seem to shake the feeling that it is some how vile—and angry. For a moment you were certain you heard a snarl of some kind.

Let the players who are Dreamwalking take a few moments to digest what they are witnessing, and give them a chance to ask a question or two before alerting them to the fact that the noise they heard has returned.

(Dreamwalking): You hear it again, and it seems louder somehow. It may be some kind of growl, but it sounds unnatural, for no man or beast could utter such a guttural cry. Trying to catch the direction, you realize that the sound is coming from nowhere, and everywhere somehow—and it is getting louder.

The inky blot and the menacing snarls are nothing more than residual Reaver taint. James' Violence Reaver is the living manifestation of his hatred for Peter and all that his bullying has put James and Abigail through. Use this scene to toy with the players, hopefully unnerving them a bit, or making them suspicious of something truly terrible being responsible for Peter's death, rather than a common violence Reaver.

SCENE TWO – SCHOOL

Lamar High School is a reasonably standard affair. It has a side yard area that is surrounded by chain linked fence and makes up the entirety of the block on the east side of the street. Despite being a public school, the main entrance is well kept and sports two long benches on either side.

Should the agents arrive within 15 minutes of dismissal time (3:00pm), they will find a considerable amount of traffic as cars pull up to the entrance and along the blocks around the school yard. In addition to the traffic, there will be a crossing guard supervising the corner traffic and pedestrians.

If the players decide to speak to the crossing guard, she will not provide any truly useful information, but her understanding of the local tragedy will obviously be very different from the information the DCMA has, showing how easily the Doubt can mask its presence in the minds of Sleepers.

(Sandy): "I wasn't actually there for what happened to the poor kid. I always hated that so many people leave these big mutts running loose—no leash, no way to control them. Everyone always looks at me cross eyed when I tell them it freaks me out, but I'm always worried one could just decide it doesn't like me that day and run me down. Hell, they do it to the post office guys all the time! No surprise one eventually got a school kid. Maybe now they'll start following the rules and keep them on a leash."

Should the players decide they want to find out more information about the case by chatting with the kids or parents outside, they should each make a Social (Charm) Ability Test against a difficulty of 10. This Social AT accounts for the limited period of time during which parents and students are lingering outside of the school after dismissal.

The following circumstantial bonuses may apply to the Ability Test:

If Nikki specifically inquires with the local parents, she will receive a +3 bonus to her Ability Test by leveraging her false position of authority against the rather gossipy locals.

If Billy chooses to specifically question the local kids, he will receive a +1 to his Ability Test due to appearing more trustworthy as he is much closer in age to those he questions.

A Base Success will allow the players to learn that the locals truly do believe that Peter Kozlov was attacked by a dog two weeks ago. In addition, Peter was involved with a girl named Abigail who is now being treated at Turis Psychiatic Hospital. If anyone has gained additional CAP, they may spend it on Adjustments to learn additional information.

There are four separate CAP Adjustments, each with their own cost. These Adjustments can be roleplayed as the local's fondness for gossip, or a classmate's honest concern for everyone involved.

SCHOOL INVESTIGATION CAP ADJUSTMENTS

(2c)Strength Adjustment: Additional info—Peter was dumped by Abigail prior to her admission to Turis Psychiatric.

(4c)Strength Adjustment: Additional info—Peter was known for being rough. He was a bit of a bully and rumors are his girlfriend wasn't okay with it.

(7c)Strength Adjustment: Additional info—Abigail dumped Peter for an art student named James. James earned a few black eyes and a persistent bully for "taking" Abby.

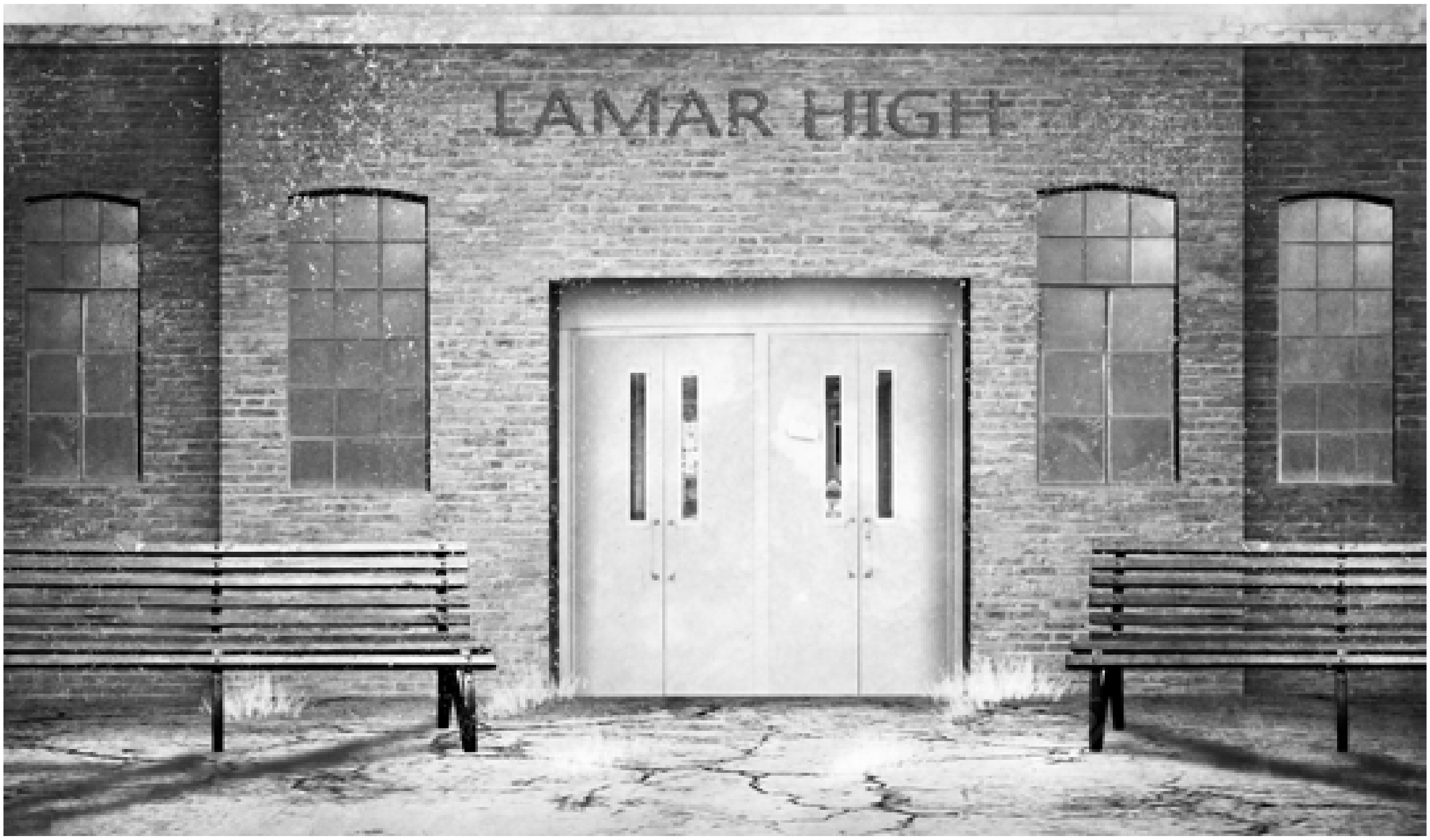
For this particular Ability Test, the Dreamweaver should withhold all information related to the purchased CAP adjustments until the player has decided how much of their CAP they are spending on it. This functionality can help the Dreamweaver obscure the literal result of an Ability Test so that players must make realistic decisions on exactly how they are devoting their efforts in the investigation. Because of this, it is encouraged that the Dreamweaver indicate the players may also purchase CAP adjustments to shorten the length of time it takes to acquire this information.

(1c)Speed Adjustment: Reduces time of Investigation by 1 minute.

In addition to (or instead of) these conversations, the players may want to physically investigate the school itself. Whether this is accomplished by adhering to their cover stories and using their fake authority to gain access or through literal methods of sneaking on the premises, the only significant clue to be found is in the school's boy's locker room.

Most people have already left the school or are in the process of doing so, and unless the players do something to draw undue attention to themselves, they will be able to walk the halls freely.

An Academics (Perception) AT with a difficulty of ten will accomplish this objective and bring the players to the locker room. Only a base success is required. Failure of this AT leads to the players spending ten minutes wandering the halls, aimlessly searching.



The Dreamweaver may use this opportunity to help generate anxiety for the players by reminding them of the faculty members and students passing them by with quizzical looks.

LOCKER ROOM

The locker room lies empty and eerily quiet, but **one locker in particular gives off a strange sensation***, as if there is more to it than meets the eye.*

This locker belongs to the murdered student Peter Kozlov. If the players decide to manually investigate the locker, they will find a leather jacket and several textbooks. There also hangs a creased photo of Peter and a young girl, signed in purple marker "xoxo Abby."

If any of the players decide to Dreamwalk, they will see this scene unfold:

A semi-solid shadow clings to the locker and has spread in all directions to touch not only the floor, but also a three locker-wide radius. Whatever this locker contains, it is certainly fueled with negative emotions and clearly is growing in strength with time.

CONTINUING THE INVESTIGATION

Whether it be through gossip or by studying the contents of the peculiar locker, the key people involved in this investigation have been named. Peter and Abigail are for now the most significant leads. Using these names, the characters may continue their investigation to help paint a better picture of who these teenagers are and how they may have played a role in Peter's death.

FINDING ABIGAIL MICHAELS

In a relatively small suburban town gossip tends to travel fast. Even a small amount of simple questioning can convince most locals to tell how a murdered teen's ex-girlfriend "went bonkers" and got admitted to a psychiatric hospital. Since Peter is no longer alive, Abigail becomes the most useful way to find additional information pertaining to Peter's death. Once the players have learned of Pete's ex-girlfriend Abigail, it should be a simple matter to discover that she is currently a patient at Turis Psychiatric Hospital.

CONCLUSION:

The scene ends once the players go to Turis Psychiatric Hospital to visit Abigail.

SCENE TWO KEY DETAILS

◊ Agents should be looking for someone who knew Peter and was close to him. Eric would rather the parents not be contacted out of both respect and so they don't ask local authorities about the players.

◊ Once players learn Peter had recently broke up with a girlfriend, they should have no problem learning she is currently at the hospital. It's a small town and gossip travels quickly and freely.

◊ Use any conversation with locals as an opportunity to expand on the player's roleplaying.

◊ Dreamwalking to find Peter's locker should make it clear there is Reaver involvement.

◊ James Baker is absent today. Should the players for some reason go to his parents home, they will not find him until after they have visited Abby later on in the story.

SCENE THREE—HOSPITAL

Prior to arriving at the hospital, the players may choose to contact SA Masters to either fill him in or ask advice (or both). If they do not, Eric will call them for an update.

After hearing about Abigail, Eric will offer to pull some strings to get the agents on Abigail's visitor list, showing the reach the DCMA has in the course of an investigation.

Dreamweaver (Hospital Entrance)—On the outskirts of Norfolk, Turis Psychiatric Hospital is a quiet, sterile environment with a humble entrance. The building is reasonably well kept despite being at least half a century old. It seems to walk a fine line between quiet retreat and conventional medical facility. Inside, the receptionist pages Doctor Michael Chin, the supervising psychiatrist. Dr. Chin is a pleasant, serene looking man of Asian descent. His shirt, tie, and sweater vest speak of a person who is always on the job, even when trying to be laid back.

Dr. Chin will explain that Abigail was admitted two days prior to the murder. He won't discuss the specifics of Abigail's treatment or any of her personal or medical information, but will try to be helpful while giving general information. Dr. Chin will explain that Abigail is suffering from delusions and hysteria. She sporadically has psychotic episodes where she believes a demon is trying to kill her. She is medicated and spends a great deal of time in her bed, but Dr. Chin notes she has not exhibited any violence towards others and shouldn't pose a danger to any visitors. Dr. Chin will bring the agents to Abigail's room and remain just outside the door.

Dreamweaver (Abigail's Room)—Abigail Michaels is a thin wisp of girl. Were it not for the relative calm of the building, the tortured and broken look on Abigail's face would have been enough to unnerve you. Her eyes are dark with sleeplessness and her arms sport bandages and bruising. A small portion of her blonde hair is missing over her left eye, leaving a crude bald patch. Prior to her current state she may have been your ordinary, vibrant, and even pretty teenage girl. Now all that remains is a hollow, tormented shell who seems too weak to defend herself from the shadows she obviously fears.

Inside the room, from the foot of Abigail's bed, you are relieved to see how much light the large window on the left wall provides. The room is stark, white, and nondescript. A few lonely "get well" cards sit on the desk to the right and a single unopened envelope lies beside them.

When asked about what happened to her, Abigail will explain.

*(Abigail): "***My boyfriend James tried to warn me.** *He kept telling me about these crazy dreams he was having where one of the demons he painted had come to life and was trying to kill him. I was so worried that he had lost his mind, but now I know it isn't his mind I need to worry about. Maybe it's mine. Or maybe my soul is what it wants, and it will eat my heart to find it." Abigail loses focus and stares mindlessly until questioned again.*

"I started having these nightmares, I'm still having them, but I can't tell anymore what's real. Sometimes I'm sleeping and the monster comes to toy with me, but sometimes I'm not sure. Not even sure if I actually was dreaming."

Allow the players to ask some questions, enough to build the proper mood of fear and despair. The players should be somewhat horrified over what has befallen poor Abigail and possibly angered by it. Once the proper feel is established, use a quiet moment to have the Reaver attack.

(Reaver Attack)—There is a loud crash, quickly followed by a hail of glass shards as an obviously unnatural, inky-black skinned monster bursts through the window. Vaguely resembling a demonic wolf, it picks its head up and turns its gaze from Abigail to each of you. Snarling, it lunges in attack.

THE VIOLENCE REAVER

The Reaver is a mindless beast who will melee attack whoever is closest. It will choose a target (whoever is closest to the window) and mindlessly accrue CAP against them to try and kill them. The Reaver will remain focused on a single target, trying to eliminate them, unable to intelligently plan or respond in its rabid state. The Reaver will not lash out at Abigail, as it sees Abigail as its favored torture victim.

The Reaver's presence will cause the Doubt to convince anyone in the hospital to actively avoid Abigail's room, and that any noises from the battle are just the usual sounds of hospital life. This allows the Anima to handle the situation without immediate fear of notice or interference of any kind.

While the Reaver is a dangerous foe, the concept of strength in numbers does apply in this battle. Of particular note is the Reaver's Mindless Assault Trait. Since the beast will only attempt to accrue CAP on one target, the additional agents will be free to accumulate and spend CAP at a rapid pace. This should result in devastating damage being dealt to the Reaver.

VIOLENCE REAVER

ATTRIBUTES			
STRENGTH	10	INTELLECT	3
AGILITY	5	PERCEPTION	6
ENDURANCE	10	CHARM	1

SHAPING	0	CONVICTION	0	REACTION	13
HEALTH	100	NIGHTMARE	0	ARMOR	0
STAMINA	100	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	0	FIREARMS	0
ATHLETICS	2	MANUAL	0
COMPUTERS	0	SOCIAL	0
CREATIVE	0	WEAPONRY	7
FIGHTING	7	NATURAL WEAPONS	7

Typical Attack Ability Score: 27

REAVER TRAITS

Indomitable: This character receives no wound penalties and always will fight at full strength.
Mindless Assault: When in combat the Reaver will completely ignore all combatants except its current target. This means it will not make Defensive ATs against anyone other that its current target. Once the Reaver has chosen a target, it will not choose a new one until the previous one is either dead, or physically beyond the Reaver's reach. Any AT made against the Reaver that is not opposed by a Defensive AT is made against a difficulty of zero.

Weapons

Claws
Requirements: Natural Weapons 1
Threat: 4
Damage: 6
(1c) Damage Adjustment: + 3 Damage
(3c) Weapon Adjustment: Bleed (3)

Bite
Requirements: Strength 7
Threat: 1
Damage: 8
(1c) Damage Adjustment: + 4 Damage
(3c) Strength Adjustment: Grapple & Bleed (3)

When the Reaver is defeated, it will evaporate into a black mist that quickly disappears. Unlike everyone else in the hospital, Abigail will be fully aware of the conflict and is greatly appreciative of the agent's assistance. While she will not be able to grasp the details of the situation, Abigail will seem almost relieved that someone else has seen and successfully fought off the Reaver. This will grant Abigail a small window of lucidity where she will plead for the agents to help her boyfriend James. If the players ask for more detail, Abigail will be able to mutter James' address before falling into a deep sleep.

Abigail falls into a deep sleep, and you can see a small amount of peace come over her face. The Reaver haunting her dreams has been pushed back, at least for a moment, and the innocent girl has finally been granted a small measure of rest thanks to your efforts.

Due to the Doubt's influence, Dr. Chin will stand catatonic outside the room, waiting for the players to come out. If Dr. Chin sees the broken window or any wounds the players may have, he will believe that Abigail broke the window while suffering from an episode, and blame the wounds on the broken glass.

WHERE'S JAMES?

If for some reason the players have not been given James' address by Abigail (if, for instance, the agents or Abigail suffer from serious wounds), here are some ways they could go about finding James:

- Contacting SA Masters and have him locate a known address for James Baker. He will gently chide them for having him do their legwork, but will report the information back to the players in a timely fashion.
- Conduct an internet search for registered addresses in the area associated with the name James Baker: A quick look at James' public social media pages will list his parents as Michael and Laura Baker, whose phone number and address are listed.
- Read the address off of the get well card that is still unopened on the desk. The Baker family sent it to Abigail when she was first admitted. She hasn't worked up the courage to open it.

CONCLUSION

Having confronted a Reaver at the hospital, the agents now know that there is something much worse than a wild dog at work in Norfolk. Once they learn of Abigail's boyfriend James Baker, locate his home, and take a trip to visit him, Scene 3 is complete.

KEY DETAILS

◊ The Doubt will cloud any Sleeper's mind who witnesses magic. The result might make their recollection of events odd, but it will eliminate any supernatural component.

◊ Abby is deeply disturbed and haunted. Her portrayal should make the players uneasy and mournful of what has happened to her.

◊ The Reaver is very dangerous and the players will probably only succeed if they gang up on it.

◊ Reavers can see and interact with Dreamwalking Anima.

◊ Remember that Billy has an artifact which he can use to heal any serious wounds the player receive.

SCENE FOUR—BAKER RESIDENCE

If the agents don't fill SA Masters in on what they learned at the hospital, he will call Nikki to ask for a progress report. This can be a brief conversation just to show the players that their Supervising Agent is staying on top of them step by step.

(Eric): "If Abigail was a bust then the boyfriend is suspect number one. It's very likely we're dealing with a newcomer who has no idea what's going on. Poor kid may be in bad shape. Try and be easy with him if he turns out to be the cause. We all remember how badly we needed a friend in the beginning. If the Reaver was his, you'll need to let him sleep somewhere and then Dreamwalk to his assistance. Keep me posted."

Whether by their own efforts or through the advice of Eric, the players will arrive at the Baker Residence to continue their investigation.

The Baker residence is a small 2 floor detached home that's the picture of middle class suburbia. A well kept lawn and an empty drive way allow the house to blend into the rest of the block seamlessly. Seated on the porch is a teenage boy with messy brown hair and vintage denim jacket. With a backpack seated next to him, James Baker is sketching in a notepad with a grim determination.

James is 5'9, thin and has a teenage case of mild acne. He carries a retro 80's street style with relative success. James has the dark look of troubled sleep and is currently sketching an image of the Reaver mauling Abigail.

How the players choose to approach James Baker and offer their assistance may vary. As Eric stated, James has had a very hard time dealing with recent events and has recently started to doubt even his own sanity. Because of this, approaching James with either comfort or sympathy is the easiest way to gain his trust and get him to willingly help the agents.

If for some reason the players choose to pressure him with guilt or even threats, he will eventually give in and play along with whatever the agents ask of him but there will be some negative repercussions in Scene 5 when they eventually face James' Reaver.

When the agents approach James he will mistake them for cops, figuring they are looking to question him again about his bully's murder. Should the agents explain who they really are and offer any kind of comfort to James, he will abandon his mild suspicion quickly in exchange for relief.

(James) "Wow, I really thought I was just losing my mind. Poor Abby is in a ward when I'm the nut who should be in there. So you're saying I'm not crazy? This really is happening? I'm not sure if that's better or worse!"

James' parents work late and as an only child, he will have the house to himself. Before the agents arrived he was too afraid to face his room because of all the bad dreams and drawings it possesses. Should the agents suggest it, James will have little trouble sleeping in their company—the guy is exhausted and hasn't slept a normal night in weeks. With the agents to watch over him, he will only take a few minutes lying down before passing out.

(James' Room) Multiple sketches and paintings adorn the wall of James' room. Most of them depict various scenes (be they in the waking world, or some type of hellish landscape,) where a demon is slaughtering Abigail, Mr. & Mrs. Baker, and even James himself. In a select few, various Angelic entities are valiantly laying down their lives to oppose the huge enemy. James' recent artwork has not only documented his most current struggles, it has also captured both the brutality of violence as well as the beauty of sacrifice.

Once James is asleep, the Anima can Dreamwalk to enter his dreams. Once their bodies are asleep, James will have a strange shimmer to him, a visual cue that Anima come to recognize as the sign of an Anima who is sleeping. All the Dreamwalking characters must do is touch James' sleeping body. This will act as a doorway and allow them to join James' dreams. Once there, they can help him face down the Reaver for good, so James may move on with his new life as an Anima.

KEY DETAILS

◊ How the players greet James and convince him to let them help will have an effect on the next scene

◊ James is terrified and desperate, he's willing to open up to anyone who can help him. If the agents offer to keep him safe from the beast, he will gladly sleep

◊ James should come across as an innocent. He really has no idea what is happening to him and is genuinely horrified over what has happened to both Peter and Abby

SCENE FIVE—NIGHTMARE

(Hell) In a huge cavern of dry, scorched earth, three Angelics usher James Baker behind a rock large enough to completely hide him from their nemesis. Several meters away from them, a 12' tall demon lord brandishes an intimidating sword wreathed in flame. The beast of fire looks down at you, the radiant agents of good, with contempt. It is clear the demon will not be satisfied until you are all slaughtered and the human James is dragged into the abyss.

This scene begins with the agents assuming new roles as they experience James Baker's nightmare. At this time, hand each player the Angelic character sheet that corresponds with the character they are playing. In James' nightmare, the players will assume the role of Angels trying to protect James and ultimately help him slay a demon.

Experiencing dreams or nightmares frequently allow Anima, and the players roleplaying them, to take part briefly in an entirely new story or setting. Often times this can be a mini scene that gives no backstory or lead up, effectively dropping the players in a completely new scenario.

While in the Nightmare, the characters are completely unaware of their waking world selves. They are completely overtaken by the nightmare and for all intents and purposes, they are now angels burdened with the task of helping a young boy kill a demon and claim his birthright to free his soul.

In this nightmare James will be himself and fully aware of what's actually going on, though he will be unable to communicate that to the players until they have all awoken.

SCENE FOUR RAMIFICATIONS

Depending on the method by which the Agents coerced James Baker into accepting their help, one of three effects will take place during this battle.

- Sympathy – Relief and hope seep their way into James' mind causing the Angels to receive a +2 bonus to any ATs they make for the entire battle.
- Threats – Being pushed around has given greater strength to James' Violence Reaver, causing the demon to gain +2 STR for the entire battle.
- Guilt – Due to feeling unworthy of the angels assistance, all angels receive a -2 to any AT they make for the entire battle.

NIGHTMARE DETAILS

Any player whose angel is killed during this scene is effectively "ejected" from the nightmare and will wake up in the waking world with an additional 25 Nightmare points.

Characters who are ejected from James' nightmare will be unable to re-enter the dream, even through Dreamwalking.

The Demon will not die permanently unless James wounds it with one of the angelic weapons. The angels will instinctively know this, so their objective is to incapacitate the demon and give James a weapon to perform the Coup de Grace. If this is done, James will sprout angel wings, and all characters will awaken shortly after. The players will wake up having gained 25 Conviction.

James will seek shelter behind a rock, but if he is in the open for any reason the demon will attempt to kill him. If James dies, all characters are "Ejected" and will awaken in the waking world with an additional 25 Nightmare points each.

The scene ends once either the demon has been defeated or all three players have been ejected from the dream.

DEMON

ATTRIBUTES			
STRENGTH	14	INTELLECT	6
AGILITY	7	PERCEPTION	6
ENDURANCE	8	CHARM	2

SHAPING	0	CONVICTION	0	REACTION	13
HEALTH	200	NIGHTMARE	0	ARMOR	0
STAMINA	100	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	0	FIREARMS	0
ATHLETICS	1	MANUAL	0
COMPUTERS	0	SOCIAL	0
CREATIVE	0	WEAPONRY	12
FIGHTING	4	OVERLORD SWORD	12

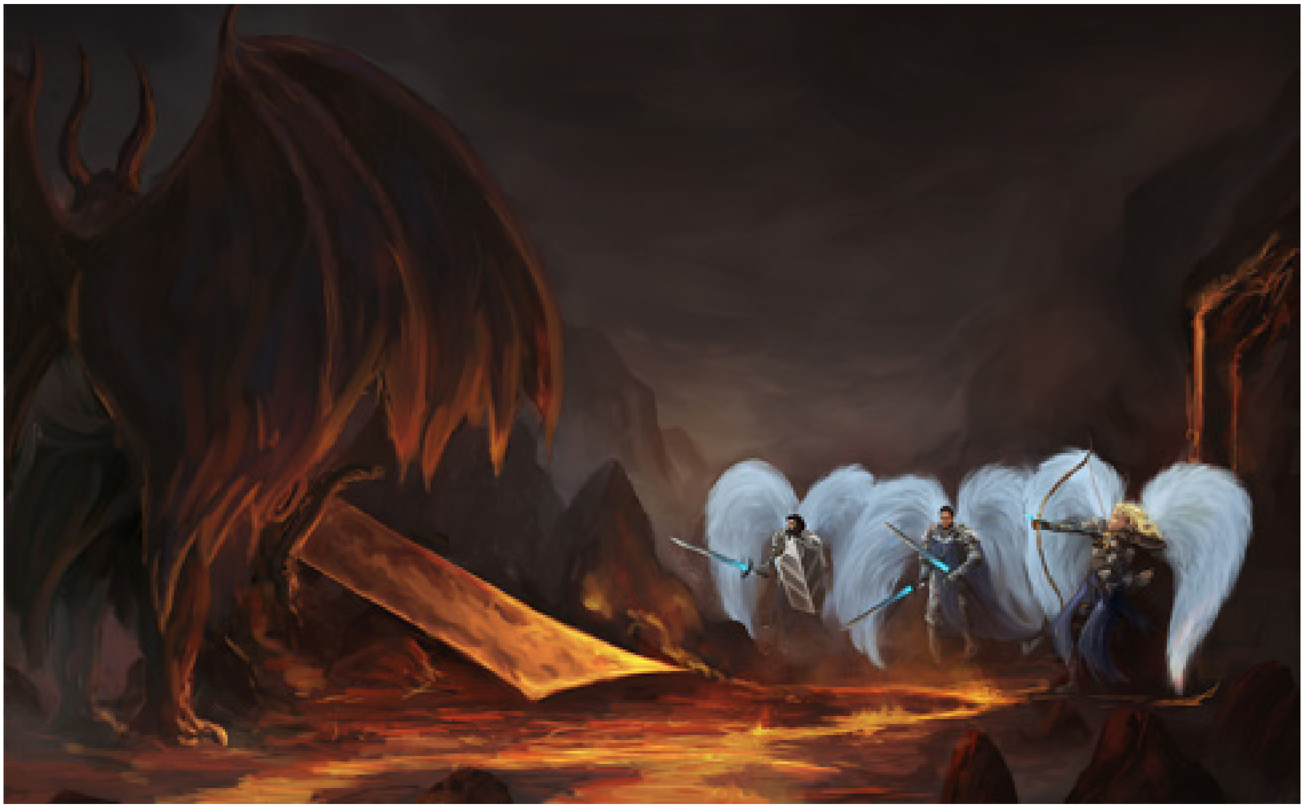
Sword Attack Ability Score: 38

TECHNIQUES

Flaming Weapon
Effects: Whenever wielding an Overlord sword, the blade becomes wreathed in flames causing an additional 5 (fire) damage with any attack.

Weapons

Overlord Sword
Requirements: Strength 12
Threat: 8
Damage: 14
(1c) Damage Adjustment: + 4 Damage
(3c) Weapon Adjustment: Bleed (3)



KEY DETAILS

◊ Players should be given their new character sheets and told that for the scene, they are devoted to the cause of helping James slay a demon.

◊ Don't forget, the players do not remember in any way who they are in the Waking World.

◊ The demon will ignore James unless the Angels hide and avoid combat.

◊ Be sure to apply the effects listed under Scene 4 Ramifications during the battle.

EPILOGUE

If the players defeated the demon, James will be completely impressed and even a bit smitten with Nikki.

(James)"I can't believe that just happened! We did it – I mean, you did it! You guys... you were awesome! And she, she was... just..."

The players can report the success to Eric who will instruct them to leave a DCMA business card for James and let him know they will be in touch. The agents are then to return to the hotel room and log in for a video-chat debriefing before departing.

If the players are defeated by the demon and James dies in the nightmare, they will all awaken shaken up and with an additional 25 Nightmare points.

(James) "I...I... I'm so sorry. I tried to warn you, there's no stopping it. First it's going to be Abigail, and then it's going to be me. Maybe now you guys will be next. I wish I didn't drag you into my mess."

Eric will explain that the problem is too much for them to handle and call them back to the hotel for debriefing. Eric will ask them to assure young James that all is not lost for him and Abigail. They will leave James with a DCMA card and head back to the hotel.

Either way, the players will find themselves back at their hotel room when a video chat request from Eric Masters will chime in.

(Eric) "Let me be perfectly clear to you all. Rarely in this life are there moments that are made purely for crying or rejoicing. While someone may be dreaming a dream that we all wish we were a part of, another will be dreaming of how they can destroy it. It's never that simple. You've got your first taste of just how powerful, wonderful, or even terrible dreams really can be. And all of this from the mind and heart of a seemingly ordinary teenage boy. Both dreams and nightmares come in all shapes and sizes. We Anima need to keep dreaming them, because however ugly or sacrificial our work may be at times, there is one tenet the DCMA and most Anima will agree upon: Though the Doubt feels otherwise, it is ALWAYS better to dream, regardless of the consequences, than to not dream at all. When you're officially agents in your own right, it'll be your job to help separate the good dreams from the bad ones. It's not always about mitigating the fallout – what'll really bust your noggin is when you realize with some people, what they dream would horrify the rest of us and their nightmares are even further from the norm. But those are problems and potential lessons for another time. Head back and I'll see you at HQ."

NIKKI MEEKS

Nikki formed the point of view that would guide her adult life by watching her older sister self-destruct by way of drug addiction. Jackie was wild, free spirited and loved to have a good time. She was always far more interested in getting her next fix than she ever was in the consequences of her actions. Eventually, Jackie pushed it as far as she was able to and ended up in the hospital after an overdose that nearly killed her. By twenty-one years of age, Nikki's older sister had ruined her body, her life and what little there was of a family in the Meeks' home.

Watching her sister unravel and being powerless to stop it, Nikki came to the conclusion that this world would test you. It would provide challenges when necessary and give you enough slack to muck it up yourself. You were either going to be part of the problem or part of the solution.

After visiting her sister in the hospital, Nikki walked out with purpose. She would leave a good mark on this world, in spite of all those like her sister who couldn't help but try to ruin it.

Joining the NYPD proved to be nearly a calling for Nikki. Her home life always lacking, Nikki found friends and companionship among the fellow cops she worked with. Sharp and devoted to her job, she held herself to a high standard whether she was wearing her uniform or not. Higher-ups in the department took notice and watched as she unknowingly helped those around her elevate themselves to match Nikki's level of dedication.

She was on the fast track to a decorated career when she finally had her Crux and learned she was an Anima

JOINING THE DCMA

The police force of one of America's largest cities is carefully monitored by members of the DCMA. Anima in law enforcement are in a unique position to either be a significant help to other Anima in need, or to cause substantial amount of trouble and evade legal repercussions for their actions. Fortunately for Nikki, she was noticed rather quickly and the agent who approached her was pleasantly surprised with how well she'd taken to Anima life.

Nikki was given the traditional DCMA introduction to Anima life and society over coffee. Her only comment to the DCMA agent was "Where do I sign up?".

Now a DCMA agent in training, Nikki finds herself clinging to the same moral compass she has had since her sister nearly died. She will make a difference by ensuring Anima who dream of a better world are protected while those who dream of ruining it are brought to justice.

FIRST IMPRESSIONS

Excitement and curiosity were racing through Nikki when she was first assigned to her training team. These would be her first Anima partners at the DCMA and she was eager to start building camaraderie just like she had in the NYPD. She was pleased with the two teammates assigned to her. Jerry reminded her of the irksome type of cop who would yap about how everyone needed to follow the rules and work by the book and then break every rule and toss the book out the window when he felt it wasn't serving him. This bothered Nikki, but she felt a guy from his background might need a little time to realize why the rules are so important. As for Billy, Nikki liked him straight away. He was bright, devoted, and young enough to feel like a kid brother.

DESCRIPTION

Nikki is stoic, confident, and fiercely passionate about her job and her team. She oftentimes finds herself guiding her fellow agents with a strong hand, but it would only take a moment to recognize she brings out the best in the people around her. Nikki is athletically built with a long blonde pony tail and ice blue eyes.

ROLEPLAYING TIPS

Nikki should be portrayed as a leader who is comfortable with her crew but quick to admonish bad behavior. Be hard on Jerry & Billy when they stray from a plan or break the rules, but be equally sincere in your compliments when they perform their jobs well. Your teammates are a sort of troublesome family you must both guide and look after.

TECHNIQUES

FOCUSED RELOAD

Requirements: Handguns 5

You have learned to quickly and efficiently reload without taking your eyes off your target.

Effect: You may reload a handgun as an instant free action once each phase.

TRAITS

DRIVEN

Nothing can stop you from reaching your goals.

Effects: When actively pursuing any professional objective, you may spend one Conviction to reroll an AT. The new ATR must be kept.

ODAM
OF DREAMS AND MAGIC

NAME: Nikki Meeks
GENDER/AGE: F/25
HAIR/EYES: Blonde/Blue
HEIGHT/WEIGHT:

ATTRIBUTES

STR	AGI	END	INT	PER	CHM
5	6	7	5	6	7

HEALTH	100	ARMOR		CONVICTION	100
STAMINA	85	RESISTANCE		NIGHTMARE	8
REACTION	12	SHAPING	10	DOUBT	0

SKILLS	RATING						
ACADEMICS	7	12	13	14	12	13	14
Criminal Justice	7	19	20	21	19	20	21
ADVANCED SKILL							
ADVANCED SKILL							
ATHLETICS	7	12	13	14	12	13	14
Running	7	12	13	14	12	13	14
ADVANCED SKILL							
ADVANCED SKILL							
COMPUTERS	4	9	10	11	9	10	11
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
CREATIVE	3	8	9	10	8	9	10
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
FIGHTING	6	11	12	13	11	12	13
Kickboxing	5	16	17	18	16	17	18
ADVANCED SKILL							
ADVANCED SKILL							
FIREARMS	12	17	18	19	17	18	19
Handguns	7	24	25	26	24	25	26
ADVANCED SKILL							
ADVANCED SKILL							
MANUAL	1	6	7	8	6	7	8
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
SOCIAL	3	8	9	10	8	9	10
Leadership	4	12	13	14	12	13	14
ADVANCED SKILL							
ADVANCED SKILL							
WEAPONRY	1	6	7	8	6	7	8
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							

TECHNIQUES

Focused Reload

TRAITS

Driven

MAGIC

CONTROL Earth 7
RANK 0 ■ ◆◆◆◆◆◆◆◆◆◆
RANK 1 ■ Bio-Scanner
◇◇◇◇◇◇◇◇◇◇
RANK 2 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 3 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 4 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 5 ☐ REMNANT

CONTROL DREAMSCAPE
RANK 0 ☐ ◇◇◇◇◇◇◇◇◇◇
RANK 1 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 2 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 3 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 4 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 5 ☐ REMNANT

TRADITION ☐
PRACTICE
PRACTICE
PRACTICE
PRACTICE
PRACTICE

TRADITION ☐
PRACTICE
PRACTICE
PRACTICE
PRACTICE
PRACTICE

MATERIAL

POSSESSIONS	ARTIFACTS
Grey Business Suit	
$200.00	

WEAPONS

TYPE: SKILL: THREAT: DMG:
TYPE: SKILL: THREAT: DMG:
TYPE: SKILL: RNG: DIFF: ROF:
TYPE: SKILL: RNG: DIFF: ROF:

ODAM
OF DREAMS AND MAGIC

Animus Name: CLEO
Gender/Age: F/25
Hair/Eyes: Blonde/Blue
Height/Weight:
Archetype: Vellora
Dreamscape: Earth 7

ATTRIBUTES

STR	AGI	END	INT	PER	CHM
7	8	9	5	6	7

Health	100	Armor		Conviction	100
Stamina	95	Resistance		Nightmare	8
Reaction	14	Shaping	5	Doubt	0

Skills	Rating						
Academics	7	14	15	16	12	13	14
Criminal Justice	7	21	22	23	19	20	21
Advanced Skill							
Advanced Skill							
Athletics	7	14	15	16	12	13	14
Running	7	21	22	23	19	20	21
Advanced Skill							
Advanced Skill							
Computers	4	11	12	13	9	10	11
Advanced Skill							
Advanced Skill							
Advanced Skill							
Creative	3	10	11	12	8	9	10
Advanced Skill							
Advanced Skill							
Advanced Skill							
Fighting	6	13	14	15	11	12	13
Kickboxing	5	18	19	20	16	17	18
Advanced Skill							
Advanced Skill							
Firearms	18	25	26	27	23	24	25
Handguns	7	32	33	34	30	31	32
Advanced Skill							
Advanced Skill							
Manual	1	8	9	10	6	7	8
Advanced Skill							
Advanced Skill							
Advanced Skill							
Social	3	10	11	12	8	9	10
Leadership	4	14	13	16	12	13	14
Advanced Skill							
Advanced Skill							
Weaponry	1	8	9	10	6	7	8
Advanced Skill							
Advanced Skill							
Advanced Skill							

Techniques

ANIMUS CLEO

Rank	Cybernetic Enhancement	Rank	Animus Abilities
Rank 1 ■	+2 STR, +2 END Summon Vector 29	Rank 1 ■	Control Pain
Rank 2 ■	+6 Firearms, +2 AGI	Rank 2 ■	Hot Pursuit
Rank 3 ☐	Triple Movement Speed	Rank 3 ☐	Regeneration
Rank 4 ☐	+8 Armor	Rank 4 ☐	Detention Field Concussive Blast
Rank 5 ☐	+4 Firearms, +4 Academics +4 Fighting	Rank 5 ☐	

PASSIVE ASPECT DETAILS

ANIMUS WEAPONS

Type: Skill: Threat: Dmg:
Type: Skill: Threat: Dmg:
Type: Handgun DMG: 15 Ammo: 8 Rng: 30/45/60 Diff: 15/20/25 ROF: Single
Type: DMG: Ammo: Rng: Diff: ROF:

NEMESIS

Name: Gang Leader
Type: Cybernetic Abomination

Description
A cybernetically enhanced drug dealer that swore revenge on CLEO after she infiltrated his hideout and busted his gang up.

WILLIAM PRUST

Billy never quite fit in. That was okay in his book because Billy knew that fitting in wasn't all it was cracked up to be. In reality it was all about thinking less and lying often. Neither concept were really Billy's style. He was a smart kid and knew it ever since grade school. By his standards, he was just an ordinary, geeky teenager with underdeveloped social skills and a vivid imagination. Naturally this convinced him he was destined to be a writer.

As a freshman in high school he started practicing by writing his favorite short stories down. He had even started his own private mini series of short stories about a dark, brooding hero who traveled by night, saving medieval villages from the monsters who preyed upon them. He was pleased with his creation and felt convinced someday he'd write something the whole world would enjoy.

His plan changed when he met Mary. She was a cute pixie of a girl with red hair and emerald eyes. Introducing herself, Mary made a case that they should be friends. She was into all his favorite bands, shared his love of fantasy and found his geeky musings a pleasure to listen to. Billy was fascinated and before long, they were the best of friends. Mary had a careless ness that Billy always wished he possessed himself. She showed him he could be a geek and still be cute! They often gossiped about the girls he liked and the girls who liked him.

In many ways, Billy realized that Mary had given him the courage to be a better man. He learned to be charming and social like the characters he wrote about. He learned not to be ashamed of how smart he was. Mary was the center of Billy's world. She was his mentor, his friend, and everything that could be cool about girls.

Then Billy had a dream - a Crux - where he was a dark hero from right out of his own stories. When he told Mary, she let out a deep sigh of relief exclaiming "It's about time!" It turned out that Mary was an Anima, and now so was he. She had become one very young and had suspected Billy might do the same. She introduced herself all those months ago so that she would be there to help him should her intuition prove correct.

She went on to explain that she would hook Billy up with an agent who could help him learn everything he needed to know. She shook his hand awkwardly after giving him a business card and told him it was nice meeting him. When Mary walked out of his parent's house, she also walked out of Billy's life. He would come to learn that it was her job to scout for possible newbie Anima and to try to make the transition easier on them.

Despite all that was happening to him Billy couldn't get past the fact that Mary had only been his friend all this time because it was her job to do so. Never mind that his life had changed forever, or that he could make dreams real. The outrage over Mary's deceit ate at him. To Billy, he had been some fool kid who didn't know his ass from his elbow, and some sharp girl brought him along like a foolish puppy dog. Despite his anger, he still couldn't hate Mary for it - not after all she had been for him.

The minute he learned of the DCMA, he decided to sign up. Next time he met Mary, or anyone else for that matter, he wouldn't be just Billy. He's be the monster hunter he once only wrote about - and an official DCMA agent.

JOINING THE DCMA

Being young made the early weeks of training hard for Billy. He was never into sports and field agents had to be prepared for possibly dangerous situations. One thing carried Billy through: his intellect. Never before joining the DCMA had Billy felt such a need to apply his full ability to anything. Now however, Billy has been working very hard to prove he is more than just a kid. So. Much. More.

FIRST IMPRESSIONS

Mary had taught him nothing if not to be skeptical of new faces. Billy took his time getting familiar with his new teammates, Nikki and Jerry. At first, Nikki seemed too much like an over-aggressive woman trying to prove she could hang with the boys. His feelings soon adjusted as Nikki took a keen interest in his work ethic and contributions. Eventually Billy decided that nothing truly mattered more, or impressed Nikki more, than workplace performance. That logic was something he both understood and respected. Jerry, however, brought out the worst in him. They were like two peas in a pod - Billy would suggest some small way to get into trouble, and Jerry would be making it happen a moment later. They had a lot of laughs together and secretly Billy idolizes Jerry more than he's willing to admit.

DESCRIPTION

Though sporting the youthful appearance of a mildly stylish bookworm, Billy has become a confident, clever, and charming part of his team. Using his sharp mind and snide social graces, Billy serves as a repository of knowledge and occasional comic relief whenever the team requires. Billy is thin, bookish, and cute.

ROLEPLAYING TIPS

Be quick with a joke and look for opportunities to be troublesome. You try to keep the mood light while silently looking for chances to prove yourself. Treat Nikki and Jerry like older siblings that you like to make trouble for, but are actually quite fond of.

TECHNIQUES

BOYISH CHARM
Requirements: Flattery 5
You have learned to turn your aloof bookish social awkwardness into something incredibly charming.
Effects: You receive +4 to all
Social (Cha) Ability Tests.

ODAM
OF DREAMS AND MAGIC

NAME: Billy Prust
GENDER/AGE: M/18
HAIR/EYES: Brown/Brown
HEIGHT/WEIGHT:

ATTRIBUTES

STR	AGI	END	INT	PER	CHM
4	6	5	7	7	7

HEALTH	100	ARMOR		CONVICTION	100
STAMINA	75	RESISTANCE		NIGHTMARE	22
REACTION	13	SHAPING	5	DOUBT	0

SKILLS	RATING						
ACADEMICS	5	9	11	10	12	12	12
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
ATHLETICS	2	6	8	7	9	9	9
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
COMPUTERS	10	14	16	15	17	17	17
Internet Research	3	17	19	18	20	20	20
ADVANCED SKILL							
ADVANCED SKILL							
CREATIVE	10	14	16	15	17	17	17
Editing	6	20	22	21	23	23	23
Pop Fiction	3	17	19	18	20	20	20
Writing	12	26	28	27	29	29	29
FIGHTING	2	6	8	7	9	9	9
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
FIREARMS	3	7	9	8	10	10	10
Handguns	1	8	10	9	11	11	11
ADVANCED SKILL							
ADVANCED SKILL							
MANUAL	1	5	7	6	8	8	8
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
SOCIAL	6	10	12	11	13	13	13
Flattery	4	14	16	15	17	17	17
ADVANCED SKILL							
ADVANCED SKILL							
WEAPONRY	1	5	7	6	8	8	8
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							

TECHNIQUES

TRAITS
Boyish Charm

MAGIC

CONTROL Laruna		CONTROL DREAMSCAPE	
RANK 0 ■	◆◆◆◆◆◆◆◆◆◆	RANK 0 ☐	◇◇◇◇◇◇◇◇◇◇
RANK 1 ■	Touch of Sadreen ◇◇◇◇◇◇◇◇◇◇	RANK 1 ☐	REMNANT ◇◇◇◇◇◇◇◇◇◇
RANK 2 ☐	REMNANT ◇◇◇◇◇◇◇◇◇◇	RANK 2 ☐	REMNANT ◇◇◇◇◇◇◇◇◇◇
RANK 3 ☐	REMNANT ◇◇◇◇◇◇◇◇◇◇	RANK 3 ☐	REMNANT ◇◇◇◇◇◇◇◇◇◇
RANK 4 ☐	REMNANT ◇◇◇◇◇◇◇◇◇◇	RANK 4 ☐	REMNANT ◇◇◇◇◇◇◇◇◇◇
RANK 5 ☐	REMNANT	RANK 5 ☐	REMNANT

TRADITION ☐	TRADITION ☐
PRACTICE	PRACTICE
PRACTICE	PRACTICE
PRACTICE	PRACTICE
PRACTICE	PRACTICE
PRACTICE	PRACTICE

MATERIAL

POSSESSIONS	ARTIFACTS
Chinese Meditation Balls	Healing Poultice
Blue Jeans & Grey Hoodie	Jewelled Cross of "V"
$50.00	

WEAPONS

TYPE: SKILL: THREAT: DMG:
TYPE: SKILL: THREAT: DMG:
TYPE: SKILL: RNG: DIFF: ROF:
TYPE: SKILL: RNG: DIFF: ROF:

ODAM
OF DREAMS AND MAGIC

NAME: Billy Prust
GENDER/AGE: M/18
HAIR/EYES: Brown/Brown
HEIGHT/WEIGHT:

ATTRIBUTES

STR	AGI	END	INT	PER	CHM
4	6	5	7	7	7

HEALTH	100	ARMOR		CONVICTION	100
STAMINA	75	RESISTANCE		NIGHTMARE	22
REACTION	13	SHAPING	5	DOUBT	0

TRAITS
Boyish Charm

SKILLS	RATING	STR	AGI	END	INT	PER	CHM
ACADEMICS	5	9	11	10	12	12	12
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
ATHLETICS	2	6	8	7	9	9	9
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
COMPUTERS	10	14	16	15	17	17	17
Internet Research	3	17	19	18	20	20	20
ADVANCED SKILL							
ADVANCED SKILL							
CREATIVE	10	14	16	15	17	17	17
Editing	6	20	22	21	23	23	23
Pop Fiction	3	17	19	18	20	20	20
Writing	12	26	28	27	29	29	29
FIGHTING	2	6	8	7	9	9	9
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
FIREARMS	3	7	9	8	10	10	10
Handguns	1	8	10	9	11	11	11
ADVANCED SKILL							
ADVANCED SKILL							
MANUAL	1	5	7	6	8	8	8
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
SOCIAL	6	10	12	11	13	13	13
Flattery	4	14	16	15	17	17	17
ADVANCED SKILL							
ADVANCED SKILL							
WEAPONRY	1	5	7	6	8	8	8
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							

TECHNIQUES

MAGIC

CONTROL Laruna
RANK 0 ■ ◆◆◆◆◆◆◆◆◆◆
RANK 1 ■ Touch of Sadreen
◇◇◇◇◇◇◇◇◇◇
RANK 2 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 3 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 4 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 5 ☐ REMNANT

CONTROL DREAMSCAPE
RANK 0 ☐ ◇◇◇◇◇◇◇◇◇◇
RANK 1 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 2 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 3 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 4 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 5 ☐ REMNANT

TRADITION
PRACTICE
PRACTICE
PRACTICE
PRACTICE
PRACTICE

TRADITION
PRACTICE
PRACTICE
PRACTICE
PRACTICE
PRACTICE

MATERIAL

POSSESSIONS
Chinese Meditation Balls
Blue Jeans & Grey Hoodie
$50.00

ARTIFACTS
Healing Poultice
Jewelled Cross of "V"

WEAPONS

TYPE: SKILL: THREAT: DMG:
TYPE: SKILL: THREAT: DMG:
TYPE: SKILL: RNG: DIFF: ROF:

JERRY HOLT

Getting into trouble never bothered Jerry. Growing up, he had no problem with getting sent to detention or being suspended from school. It never bothered him that his mother would punish him with tears in her eyes. It never bothered him when his stepfather would slap him around over his most recent school issue or brush with the law. The only thing that ever really bothered Jerry was people who believed the rules should allow them to step on others.

Jerry had a younger brother named Micky, and to Micky, Jerry was the coolest big brother a kid could have. Jerry was 10 years older, always in and out of trouble, and tough. Strong and charming - girls liked him, and guys wanted to be him. Most of all, he was good to Micky. Always looking out for him, letting him have a small sip of his beer when no one was looking. When Micky had a bully in school, Jerry made sure the bully's dad knew to fix it, or the dad would end up calling Jerry a bully.

In Jerry's eyes, his kid brother was an innocent. A smart, good kid who never wanted to do anything but laugh or smile. To the world, Micky was "disabled," but to Jerry, he was perfect. A paragon of goodness, and nothing enraged Jerry more than people taking advantage of Micky. A simple jeer or snide comment would send Jerry into a rage, and the heckler into the hospital.

In a way, Micky taught Jerry that he didn't care about rules. What Jerry cared about was what's right. When a kid in his high school days called some girl Michelle a "cow," Jerry broke his nose. Not because he was Michelle's friend - he wasn't. He did it because it pissed him off to no end that a kid would get away with that mean statement because people were too afraid to get in "trouble" and break the rules. Jerry just smiled when the principal had suspended him.

As a grown man, Jerry moved away from home. Deep down he was always afraid his antics would somehow spill over on his younger brother, so he took his chaotic life on the road. Out in Nevada he hooked up with a biker gang and even made enough money to get by tending their bars. Sometimes he'd help them fix their bikes for a little extra cash. He had found a satisfying balance of peace and trouble in those days. He always made sure to regularly call home to check in on Micky.

When Jerry had his Crux, he wasn't at all surprised to find he was a "Sentinel." Micky always loved fantasy and together they watched many related movies. Jerry would always imagine them living in strange places like they saw in the films and knew down deep he'd be a knight to keep his brother safe.

JOINING THE DCMA

Jerry was tending the bar the night his place of employment was raided. Federal agents arrested several of the bikers on drug charges. Even Jerry himself was taken in for questioning. It was while he was in custody that he was noticed by the DCMA. One of the federal agents also worked for the DCMA and got Jerry in contact with an agent who could help him settle into the Anima life. To Jerry this was a miracle, because for weeks after his first breaking of the Doubt, he had started to question his sanity. Silently, he started blaming it all on some experimenting he had done with drugs in his younger years. Instead, having the DCMA set him straight was a huge relief. Realizing how many others may be out there with no one to help them got under Jerry's skin. He decided to sign up for the Agent program figuring that every Anima should have a big brother like him.

FIRST IMPRESSIONS

Jerry had very low expectations prior to meeting his new teammates. He was getting a sinking feeling that the DCMA was more about bureaucracy than it was about doing the right thing. When Jerry was introduced to Nikki Meeks, his whole world shifted out of sync. Jerry knew the instant he laid eyes on her that she was the most beautiful woman he would ever know. She was sophisticated, sharp, attractive, and moved like a lioness. This was no wide eyed doe; to Jerry, she was a queen of the jungle. Then she started talking to him and he was shocked at his disappointment. She seemed so hell bent on following the rules it took him weeks before he decided she really did believe the rules helped justice, rather than hurt it. Regardless of possible opposed philosophies, Jerry pushed his strong feelings as deep as he could. He knew how serious Nikki took the job and if he was ever going to understand her or earn her respect, he was going to have to be a true professional and do the best he could. Fortunately for him, he had Billy's ceaseless pranks and instigations to lighten his mood. Billy had quickly become his first Anima kid brother and he loved how much fun they had struggling under Nikki's rules. For Jerry, the trio was rapidly becoming a second family. He knew neither of them would have ever made fun of Micky, and the thought made him surprisingly happy.

DESCRIPTION

More comfortable in his street clothes and on his hog than he is in a suit at the office, Jerry brings a sense of vigilante justice and street values to the team. Typically calm and reserved, he can however be a man of action - both brave and reckless. Jerry is tall, dark, and handsome, as the cliche goes.

ROLEPLAYING TIPS

You should come off as confident and brash. Take opportunities to tease or antagonize your teammates, but always in a friendly manner. Jerry would never belittle his friends to hurt their feelings. Hide how you really feel about Nikki behind playful banter and jesting.

TECHNIQUES

QUICK FIXER
Requirements: Bike Repair 7
You have grown accustomed to working fast and under pressure.
Effect: Whenever making an AT to repair a motorcycle, all Speed Adjustments cost one CAP less.

ODAM
OF DREAMS AND MAGIC

NAME: Jerry Holt
GENDER/AGE: M/26
HAIR/EYES: Brown/Brown
HEIGHT/WEIGHT:

ATTRIBUTES

7	4	7	4	6	7
STR	AGI	END	INT	PER	CHM

HEALTH	100	ARMOR		CONVICTION	100
STAMINA	85	RESISTANCE		NIGHTMARE	22
REACTION	10	SHAPING	5	DOUBT	0

SKILLS	RATING						
ACADEMICS	1	8	5	8	5	7	8
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
ATHLETICS	5	12	9	12	9	11	12
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
COMPUTERS	1	8	5	8	5	7	8
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
CREATIVE	2	9	6	9	6	8	9
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
FIGHTING	10	17	14	17	14	16	17
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
FIREARMS	6	13	10	13	10	12	13
Handguns	5	18	15	18	15	17	18
ADVANCED SKILL							
ADVANCED SKILL							
MANUAL	10	17	14	17	14	16	17
Bike Repair	10	27	24	27	24	26	27
ADVANCED SKILL							
ADVANCED SKILL							
SOCIAL	6	13	10	13	10	12	13
Biker Gangs	5	18	15	18	15	17	18
ADVANCED SKILL							
ADVANCED SKILL							
WEAPONRY	1	8	5	8	5	7	8
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							

TECHNIQUES
Quick Fixer

TRAITS

MAGIC

CONTROL Forbidden Fire
RANK 0 ■ ◆◆◆◆◆◆◆◆◆◆
RANK 1 ■ Wildfire
◇◇◇◇◇◇◇◇◇◇
RANK 2 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 3 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 4 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 5 ☐ REMNANT

CONTROL DREAMSCAPE
RANK 0 ☐ ◇◇◇◇◇◇◇◇◇◇
RANK 1 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 2 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 3 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 4 ☐ REMNANT
◇◇◇◇◇◇◇◇◇◇
RANK 5 ☐ REMNANT

TRADITION
Shamanism 10
PRACTICE Hex
PRACTICE
PRACTICE
PRACTICE
PRACTICE

TRADITION
PRACTICE
PRACTICE
PRACTICE
PRACTICE
PRACTICE

MATERIAL

POSSESSIONS
Well Tailored Suit
Designer Sunglasses
$200.00

ARTIFACTS

WEAPONS

TYPE: SKILL: THREAT: DMG:
TYPE: SKILL: THREAT: DMG:
TYPE: SKILL: RNG: DIFF: ROF:
TYPE: SKILL: RNG: DIFF: ROF:

ODAM
OF DREAMS AND MAGIC

Animus Name: Sentinel
Gender/Age: M/?
Hair/Eyes: Brown/Brown
Height/Weight:
Archetype: Astea
Dreamscape:

ATTRIBUTES

Str	Agi	End	Int	Per	Chm
7	4	10	4	6	7

Health	110	Armor		Conviction	100
Stamina	95	Resistance		Nightmare	8
Reaction	16	Shaping	5	Doubt	0

Skills	Rating						
Academics	1	8	5	11	5	7	8
Advanced Skill							
Advanced Skill							
Advanced Skill							
Athletics	5	12	9	15	9	11	12
Advanced Skill							
Advanced Skill							
Advanced Skill							
Computers	1	8	5	11	5	7	8
Advanced Skill							
Advanced Skill							
Advanced Skill							
Creative	2	9	6	12	6	8	9
Advanced Skill							
Advanced Skill							
Advanced Skill							
Fighting	10	17	14	20	14	16	17
Advanced Skill							
Advanced Skill							
Advanced Skill							
Firearms	6	13	10	16	10	12	13
Handguns	5	18	15	21	15	17	18
Advanced Skill							
Advanced Skill							
Manual	10	17	14	27	14	16	17
Bike Repair	10	27	24	37	24	26	27
Advanced Skill							
Advanced Skill							
Social	6	13	10	23	10	12	13
Biker Gangs	5	18	15	28	15	17	18
Advanced Skill							
Advanced Skill							
Weaponry	1	8	5	11	5	7	8
Advanced Skill							
Advanced Skill							
Advanced Skill							

Techniques

ANIMUS Sentinel

Defender		Animus Abilities	
Rank 1 ■	+3 END, +10 Health Summon Shield	Rank 1 ■	Ward
Rank 2 ☐	Lifelink, +5 Armor +20 Health	Rank 2 ☐	Deflection
Rank 3 ☐	+5 RES, +20 Health	Rank 3 ☐	Heal
Rank 4 ☐	+5 ARM, Immune to Fear	Rank 4 ☐	Divine Protection
Rank 5 ☐	Immovable, +50 Health +5 ARM	Rank 5 ☐	Oathsworn

PASSIVE ASPECT DETAILS

Summoned Shield - Protection Rating +6

ANIMUS WEAPONS

Type: Skill: Threat: Dmg:
Type: Skill: Threat: Dmg:
Type: Dmg: Ammo: Rng: Diff: ROF:
Type: Dmg: Ammo: Rng: Diff: ROF:

NEMESIS

Name: Deathlord
Type: Necromancer

Description
A cunning Lich dedicated to his own power, savagely sacrificing the living and the dead.

DCMA

99 E 6TH
New York,
Phone: 21

Don't be too impressed with the attached credentials - they won't stand up to any actual scrutiny. They'll convince a layman if you flash them for a second or two, but they won't do you much good if you do something screwy and end up in the clink. -Jacob

New Field Agents:

Welcome to the DCMA - we thank you for your commitment to ensuring a safe and prosperous community for dreamers worldwide.

You've been working with your teammates for some time now and have been assigned a Senior Officer, which means you will soon be operating in the fiield. Our work is unique and difficult - most of your time will be spent with people who are scared, confused, and distrustful. On top of that, we must operate in a world of Sleepers who are blind to many truths of this world, oftentimes necessitating the usage of cover identities and the ability to deceive. Keep in mind that protecting these Sleepers is as important as reaching out and helping the Dreamers, so these deceptions should be ones that limit a Sleeper's exposure to things they are not yet prepared to handle.

That being said, being in the field is never easy. You all remember your first experiences as Dreamers and how difficult it was to accept the truth. Below are some guidelines for interacting with a new Dreamer and slowly exposing them to the truth.

Determine if the subject in question is a Dreamer. While this step may seem obvious, when we are out in the field we are dealing with muddled situations. Dreamers in disbelief of what's happening to them, Sleepers suffering from Nightmares that expose them to parts of our world, and various other situations may arise. If there is any doubt that a person is a Sleeper or a Dreamer, creating a subtle break in the Doubt that is non-threatening but unimstakbly not possible by normal means and observing the subject's reaction is a quick and relatively safe way to make this determination.

Tracking a Reaver - Many of you have been trained and equipped for standard methods of investigatino, and are encouraged to use these methods as much as possible to aid you if you must track down a Reaver or a Dreamer.

While best to be avoided without assistance, direct conflict with a Reaver WILL happen while in the field - most of our work is dealing with the consequences of nightmares run amuck on Sleepers, and Reavers cannot be negotiated with. Reavers are extremely dangerous and our options for dealing with them in the Waking World are limited. Just like a Dreamer, a Reaver take sustenance and grows in strength in dreams, and will often retreat to them if beat back in the Waking World. Remember that confronting a Reaver in the Waking World is often just the beginning. A creature of nightmare cannot be supressed unless faced in dreams, and many times cannot be destroyed unles confronted in the dreams of its originator. For this purpose, Dreamwalking will be necessary. Be warned - when entering a dream to confront a Reaver, it is HIGHLY recommended to enter alongside your full team.

Also remember to rely on your senior offivers for guidance. While they will not always be physically able to help you, they all have field experience and are there for you to rely on.

As a general rule, school kids tend to be a hotbed for both vivid imagination and strong emotions. Both of these often lead to the very kind of situations we're typically investigating. Chances are if Peter was involved in anything significant, he became so while at school. It would also be a bad idea to contact Peter's family directly, so his peers will probably be your best bet at finding out what was going on with the kid.

The victim was a 16 year old male named Peter Koslov. The coroner's report listed lacerations that were far too crude and large to belong to a domestic breed of dog. Initial inquiries convinced us to look further into the case. We've already exhausted any info from the official reports so you need to go in a different direction. Just don't let what happened to Peter happen to you too!

-SA Masters

NIKKARIEL THE JUST

Nikkariel has served as a commander to the divine hosts for countless wars. When not serving the armies of heaven directly she takes on special assignments often selecting her favorite soldiers to join her for the missions.

STATISTICS

ATTRIBUTES			
STRENGTH	5	INTELLECT	5
AGILITY	8	PERCEPTION	5
ENDURANCE	6	CHARM	9

SHAPING	10	CONVICTION	100	REACTION	13
HEALTH	100	NIGHTMARE	0	ARMOR	5
STAMINA	80	DOUBT	0	RESIST	5

SKILLS			
ACADEMICS	16	FIREARMS	0
MILITARY TACTICS	8	MANUAL	0
ATHLETICS	7	SOCIAL	9
FLYING	7	LEADERSHIP	9
COMPUTERS	0	WEAPONRY	16
CREATIVE	6	SHORTBOW	5
FIGHTING	6		

TRAITS

WINGS

Angelics possess beautiful wings that can bear their weight easily in flight.

Effects: May move up to three times your Agility in meters in a phase.

MARK OF COMMAND

A mark of Angelic distinction, assisting an Angelic Commander lead her troops.

Effect: May communicate effortlessly with any Angelic under your command with no range or other limitations.

POSSESSIONS

SUNFIRE BOW

Powerful magic imbues this weapon of the divine. Its gold played pearlescent body shimmers in the light. When drawn, an ethereal arrow is created and strikes true for the wielder whenever fired.

Effect: Grants user +4 to all Shortbow ATs. Once a target has been struck, all additional arrows bypass the target's Armor until the target leaves line of sight.
Range: 0-50m/50-100m/100-150m
Difficulty: 20/35/50
Damage: 15
Speed: 35
Rate of Fire: Single
Ammo: Unlimited
(1c) Damage Adjustment: +5 Damage

MANTLE OF COMMAND

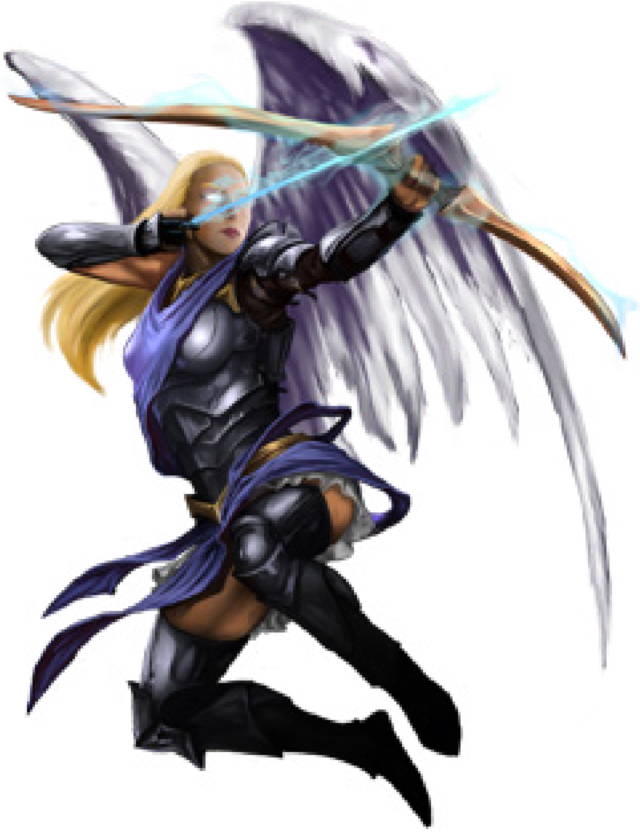
A regal ivory mantle denoting Nikkariel's status as commander. It gives off a faint golden glow and protects those close enough to the wearer from the powers of hell.

Effects: All Angelics (including the wearer) standing within 10m of the wearer receive Resist 5 (Fire).

ARMOR OF THE HOST

Elegant platemail crafted with the magic and grace of the heavens.

Effects: Grants 5 Armor.



BELLICOR THE QUICK

Even among other Angelics, Bellicor's speed in combat is held in high regard. Combined with his martial prowess, he holds a well-deserved reputation of delivering devastating blows to his enemies before they even have a chance to react.

STATISTICS

ATTRIBUTES			
STRENGTH	5	INTELLECT	7
AGILITY	9	PERCEPTION	9
ENDURANCE	6	CHARM	7

SHAPING	5	CONVICTION	100	REACTION	18
HEALTH	100	NIGHTMARE	0	ARMOR	5
STAMINA	75	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	10	FIREARMS	0
ANGELIC MAGIC	4	MANUAL	0
SCRIBE	3	SOCIAL	4
ATHLETICS	2	WEAPONRY	16
COMPUTERS	2	DUAL SWORDS	8
CREATIVE	5		
FIGHTING	6		

TRAITS

WINGS

Angelics possess beautiful wings that can bear their weight easily in flight.

Effects: May move up to three times your Agility in meters in a phase.

TECHNIQUES

QUICK STRIKE

Requirements: Agility 8

Effects: Immediately after Reaction is rolled, Bellicor may spend 1 Conviction to add +3 to his Reaction ATR. In that same phase, if Bellicor makes a AT to attack a target whose Reaction ATR he has exceeded by 5 or more, that target is unable to make a Defensive Ability Test, effectively making the attack undefended. All subsequent attacks, regardless of target, are treated normally.

SPEED BURST

Requirements: Angelic Magic 4

Effects: Bellicor may spend 1 Conviction to move an additional 10 meters in a combat phase. This is a free action and may be used once per phase.

POSSESSIONS

TWIN BLADES OF ETHRAZEL

A pair of thin silver short swords that glow with a mystic blue hue. Runes are etched into the sides of each blade. Once wielded by a legendary angelic swordsman, the Blades of Ethrazel bestow some of the original owner's defensive prowess to their wielder.

Effect: Defensive ATs made using the Twin Blades of Ethrazel receive a +4 bonus.

Requirements: Dual Swords 5

Damage: STR + 4

Threat: 8 (4+4)

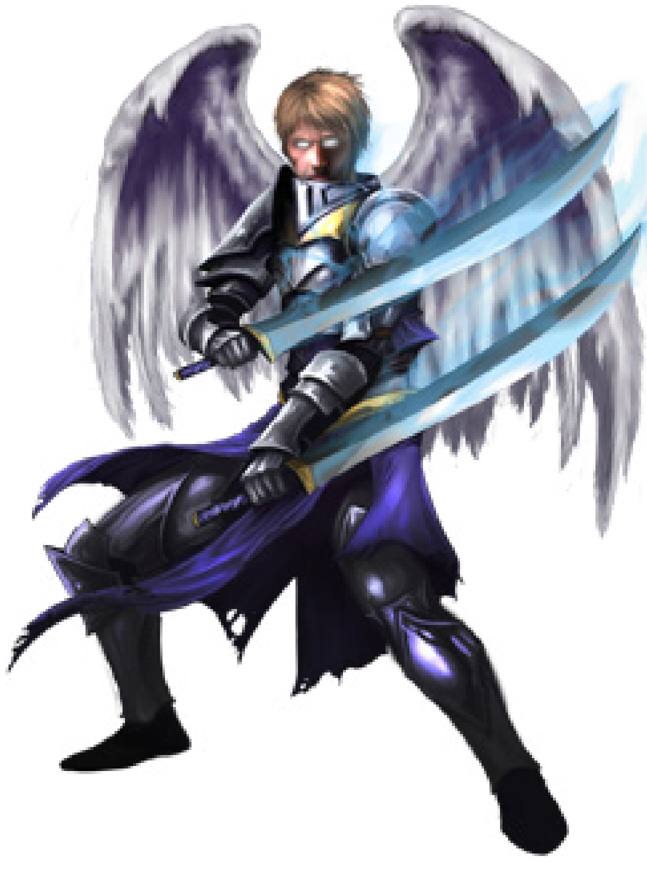
(1c) Damage Adjustment: +4 Damage

(3c) Weapon Adjustment: Bleed (3)

(15c) Weapon Adjustment: Amputate

(10c + BS) Alternate Strike: Hamstring

(25c + BS) Alternate Strike: Decapitate



VICTUS THE UNDYING

Only the most valiant and stalwart of Angelics are given the title of Undying. Those few like Victus must bear a shield at the front line of heaven's wars. No evil is too terrible for Victus to gaze upon. He bravely stares all of heaven's foes in their eyes, and unflinching, marches ever forward.

STATISTICS

ATTRIBUTES			
STRENGTH	11	INTELLECT	5
AGILITY	5	PERCEPTION	6
ENDURANCE	10	CHARM	6

SHAPING	5	CONVICTION	100	REACTION	11
HEALTH	150	NIGHTMARE	0	ARMOR	5
STAMINA	100	DOUBT	0	RESIST	0

SKILLS			
ACADEMICS	1	MANUAL	4
ATHLETICS	10	SOCIAL	3
COMPUTERS	0	WEAPONRY	14
CREATIVE	2	SHIELD	9
FIGHTING	8	LONGSWORD	2
HAND TO HAND	5		
FIREARMS	0		

TRAITS

WINGS

Angelics possess beautiful wings that can bear their weight easily in flight.

Effects: May move up to three times your Agility in meters in a phase.

TECHNIQUES

SHIELD BASH

Requirements: Shields 5

Effect: After making a Shields Defensive AT that exceeds your opponent's ATR by 5 or more, you may instantly strike your opponent with your shield, inflicting damage equal to your strength plus the Armor rating of the shield being used.

DEFENSIVE MEASURES

Requirements: Shields 10

Effect: When declaring actions, Victus may choose to us Defensive Measures. This technique prevents Victus from making any ATs for the duration of the phase. In exchange he receives a +5 bonus to all Defensive ATs using a shield and ignores the first multiple action penalty that phase. In addition, Victus may intercept any attacks made against a target within 1 meter of himself. Intercepting such an attack allows Victus to make a Defensive AT for the target. This does not require Victus to be engaged with the attacker, nor does it make him so.

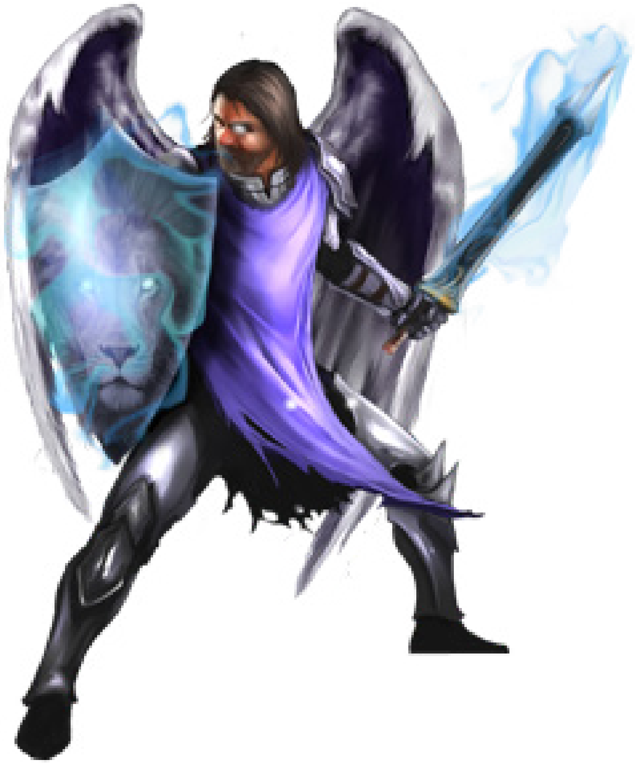
POSSESSIONS

LONGSWORD

Requirements: Strength 5
Damage: Strength + 8
Threat: 6
(1c) Damage Adjustment: +4 Damage
(3c) Weapon Adjustment: Bleed (3)
(15c) Weapon Adjustment: Amputate
(BS + 10c) Alternate Strike: Hamstring
(BS + 25c) Alternate Strike: Decapitate

SUMMONED SHIELD

Armor: 6
Protected Area: Minor
Defensive Ability Test Bonus: +6



Index

A

Ability Score 170
Ability Test 170
  Ability Test Result 170
  Chance Test 172
  Defensive 171
  Difficulty 170
  Shatters and Chokes 170
  Unskilled 172
Actions
  Multiple Actions 174
  Persistent 173
  Types 173
Anima 6
  Awakening 188
Animus 7
  Creation 35
  Passive Aspects 102
  Rank 22
  Rank Progress 22
    Chart 184
  Sample 128
Appendix
  Animals 257
Armor 92
Artifacts 97
  Creating 97
Attributes 40
  Generated 34

B

Bows 96

C

CAP 171
  Adjustments 171
    Creating 239
  Generating 171
  Spending 171
Character Creation 28
  Categories 28
    Chart 29
    Grades 28
    Inherent 29
    Learned 30
    Magical 30
    Material 31
  Example 32
  Overview 37
Combat Rules 174
  Alternate Strikes 174
  Attack Priority 176
  Disengaging 174
  Engaging 174
  Knockout 177
  Melee Combat 178
    Dual Wielding 179
    Threat Rating 178
  Prone 177
  Ranged Combat 180
  Stunned 177
  Surprised 174
  Unarmed Combat 177
  Unaware 175
Control 30, 73
  Above and Below 79
  Earth 7 80
  Forbidden Fire 74
  Generation Hero 77
  Guardian Academy 76
  Laruna 73
  Planet V 83
  Progress 23
  Rank 23
  Shadow Chronicles 78
  The Grid 81
Conviction 20
  Gaining 20
  Spending 21
Covens 202
Crux 6, 19
  Archetype 19

D

DCMA 192
  Field Agents 197
  Field Offices 199
  Tribune 196
Doubt 6
  Doubt Points 24
Dreamscape
  Above and Below 79
  Earth 7 80
  Forbidden Fire 74
  Generation Hero 77
  Guardian Academy 76
  Laruna 73
  Planet V 83
  Shadow Chronicles 78
  The Grid 81
Dreamwalking 22
Dreamweaving
  Campaign Types 245
  Tips 253

E

Experience 184

F

Firearms 93

M

Magical Abilities 110
  Rank Five 124
  Rank Four 120
  Rank One 110
  Rank Three 116
  Rank Two 113
Magic Rules 182
Melee Weaponry 94
MOX 200

N

Nemesis 20, 232
  Echoes 232
  Selection 143
Nightmare 21

O

Orders 203

P

Patient 115 9
Phase 173
  Reaction Order 173

R

Reavers 7, 224
  Defeating 225
  Hunting 24
  Spawn Chart 21
  Traits 235
    Point Chart 225
  Types
    Ruin 228
    Torment 230
    Violence 226
Remnants 23
Resistance
  Resistance Test 175

S

Skills 30, 47
  Advanced 30

T

Techniques 30, 69
Thrown Weapons 96
Traditions 31, 84
Traits 29, 44

U

United Vision 201

W

Waking World 189
Wound Penalties 175

ODAM
OF DREAMS AND MAGIC

NAME:
GENDER/AGE:
HAIR/EYES:
HEIGHT/WEIGHT:

ATTRIBUTES

STR	AGI	END	INT	PER	CHM

HEALTH		ARMOR		CONVICTION	
STAMINA		RESISTANCE		NIGHTMARE	
REACTION		SHAPING		DOUBT	

SKILLS	RATING						
ACADEMICS							
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
ATHLETICS							
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
COMPUTERS							
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
CREATIVE							
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
FIGHTING							
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
FIREARMS							
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
MANUAL							
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
SOCIAL							
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							
WEAPONRY							
ADVANCED SKILL							
ADVANCED SKILL							
ADVANCED SKILL							

TECHNIQUES

TRAITS

MAGIC

CONTROL DREAMSCAPE
RANK 0 ☐ ◊◊◊◊◊◊◊◊◊◊
RANK 1 ☐ REMNANT
◊◊◊◊◊◊◊◊◊◊
RANK 2 ☐ REMNANT
◊◊◊◊◊◊◊◊◊◊
RANK 3 ☐ REMNANT
◊◊◊◊◊◊◊◊◊◊
RANK 4 ☐ REMNANT
◊◊◊◊◊◊◊◊◊◊
RANK 5 ☐ REMNANT

CONTROL DREAMSCAPE
RANK 0 ☐ ◊◊◊◊◊◊◊◊◊◊
RANK 1 ☐ REMNANT
◊◊◊◊◊◊◊◊◊◊
RANK 2 ☐ REMNANT
◊◊◊◊◊◊◊◊◊◊
RANK 3 ☐ REMNANT
◊◊◊◊◊◊◊◊◊◊
RANK 4 ☐ REMNANT
◊◊◊◊◊◊◊◊◊◊
RANK 5 ☐ REMNANT

TRADITION
PRACTICE
PRACTICE
PRACTICE
PRACTICE
PRACTICE

TRADITION
PRACTICE
PRACTICE
PRACTICE
PRACTICE
PRACTICE

MATERIAL

POSSESSIONS

ARTIFACTS

WEAPONS

TYPE: SKILL: THREAT: DMG:
TYPE: SKILL: THREAT: DMG:
TYPE: SKILL: RNG: DIFF: ROF:
TYPE: SKILL: RNG: DIFF: ROF:

ODAM
OF DREAMS AND MAGIC

Animus Name:
Gender/Age:
Hair/Eyes:
Height/Weight:
Archetype:
Dreamscape:

ATTRIBUTES

STR	AGI	END	INT	PER	CHM

Health		Armor		Conviction	
Stamina		Resistance		Nightmare	
Reaction		Shaping		Doubt	

Skills	Rating						
Academics							
Advanced Skill							
Advanced Skill							
Advanced Skill							
Athletics							
Advanced Skill							
Advanced Skill							
Advanced Skill							
Computers							
Advanced Skill							
Advanced Skill							
Advanced Skill							
Creative							
Advanced Skill							
Advanced Skill							
Advanced Skill							
Fighting							
Advanced Skill							
Advanced Skill							
Advanced Skill							
Firearms							
Advanced Skill							
Advanced Skill							
Advanced Skill							
Manual							
Advanced Skill							
Advanced Skill							
Advanced Skill							
Social							
Advanced Skill							
Advanced Skill							
Advanced Skill							
Weaponry							
Advanced Skill							
Advanced Skill							
Advanced Skill							

Techniques

ANIMUS

Passive Aspect	Animus Abilities
Rank 1 ☐	Rank 1 ☐
Rank 2 ☐	Rank 2 ☐
Rank 3 ☐	Rank 3 ☐
Rank 4 ☐	Rank 4 ☐
Rank 5 ☐	Rank 5 ☐

Passive Aspect Details

Animus Weapons

Type: Skill: Threat: Dmg:
Type: Skill: Threat: Dmg:
Type: Skill: Rng: Diff: ROF:
Type: Skill: Rng: Diff: ROF:

Nemesis

Name:
Type:

Description

ERRATA

PAGE 166: SCULPT

The Necromancer Nemesis was originally designed with an ability that allowed it to reshape flesh and bone. The intent of this ability was to give the Necromancer a terrifying power that would allow them to torture their bound Anima. Additionally, this power would also allow the Necromancer to use the flesh and bone of others to create protection - functionality that was replaced by Bone Armor.

Sculpt was eventually removed from the Necromancer to allow for a more powerful, minion oriented, ability kit. Below is a remodeled version of Sculpt which can be used to replace Eternal Command should you prefer it.

SCULPT (RANK TWO)

Using dark arts, the Necromancer is able to mold and reshape flesh or bone for their own amusement. This skill is commonly used to create grotesque deformities, enhancing the level of intimidation their undead minions command. Alternatively, the Necromancer can apply this ability to their own body to mildly enhance their resilience at the cost of their appearance.

Range: Touch
Duration: 1 Hour
Base Success: If used to enhance the terror inspired by an undead minion, this minion receives a +3 bonus to any AT to create fear or intimidate. If used to toughen the user's body, they receive a +2 bonus to ARM and a -10 penalty to any Social AT made while Sculpt is active. Using Sculpt is requires 15 minutes without interruption.
Cosmetic changes can be made to both the living and dead via Sculpt and will reduce a victim's total Health by 20 for minor changes (small area of the body), and 50 for major changes (large area of the body). Using Sculpt for this purpose requires a motionless target. Once Sculpt expires, the target will revert to their normal state.
(5c) Strength Adjustment: +1 ARM bonus
(5c) Strength Adjustment: +1 Bonus to Fear or Intimidate ATs
(5c) Duration Adjustment: +1 Hour

Page 273: HEALING POULTICE ARTIFACT

Billy has possession of an artifact that is not listed on his reference sheet.

Healing Poultice (rank Two)

A thick wrap using the Hunter's own mixture of herbs, dark magic, and forbidden alchemy.

Effect: May be applied to any wound, causing it to instantly heal. This process will cause lacerations to visibly stitch themselves back together, and broken bones to realign on their own. This process is incredibly painful and requires Billy to spend 5 Conviction.

PAGE 271: NIKKI MEEKS

Nikki's Running Ability Scores are incorrect. They should be:

Running (STR): 19
Running (AGI): 20
Running (END): 21
Running (INT): 19
Running (PER): 20
Running (CHM): 21

PAGE 274: BILLY PRUST

Billy's Creative Advanced Skill Writing should have a rating of 10 rather than a 12.

Become an Anima.

Break the Doubt and cast off its oppressive influence. Unlock the power of your dreams, and make magic real. See the Waking World with a dreamer's eyes and uncover the mystic denizens that live shoulder to shoulder with the rest of humanity. Places of myth, artifacts of power - learn all you can and be ready to face your own nightmares. Reavers will hunt you, the Doubt will pressure you, and groups like M.O.X will seek to put you down, but stand tall and fight for your dreams, however strange or wonderful they may be.

Come learn about a society of dreamers who wield magic, standing divided on what it all means and how to deal with it. Dreams are their battlefields, so come wage war against the Doubt and learn the truth all Anima cling to.

Magic is real, and dreams matter.

OF DREAMS AND MAGIC

ODAM
PUBLISHING

ISBN 978-0-9965321-1-2
90000>
9 780996 532112

©2015 ODAM Publishing LLC